ISSUE NO.

217

MARCH

GAME TRADE MAGAZINE

ALLIANCE GAME DISTRIBUTORS

GameTradeMagazine.com

CATATÚST PRESENTS

DRAGONFIRE



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ZKIDS BOARD GAMES

the word game with random ridiculous rules

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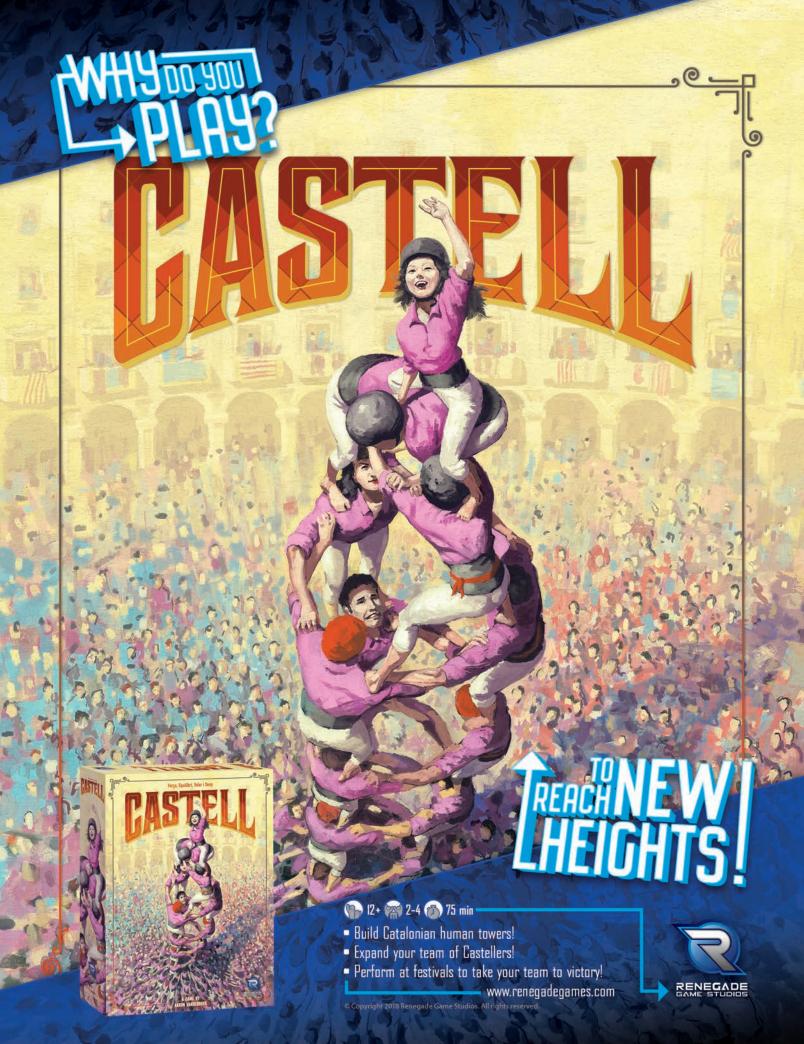
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WIZK!DS NECA





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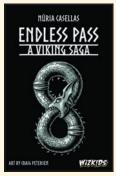
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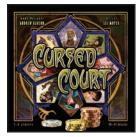
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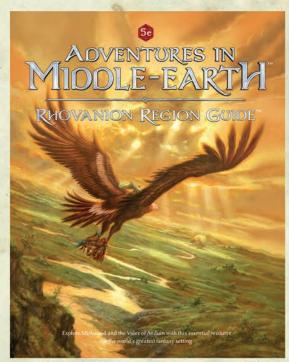
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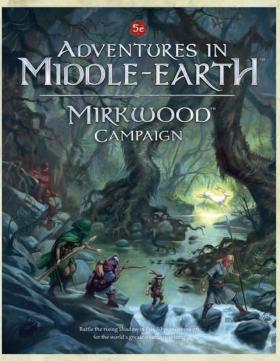


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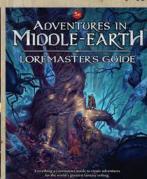
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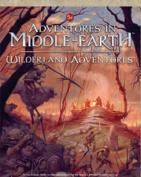


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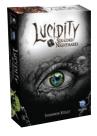
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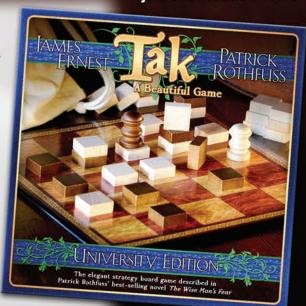


Tak is the beautiful abstract game described in Patrick Rothfuss' bestseller *The Wise Man's Fear*. It is an elegant two-player game, a refined diversion from the court of Vintas.

"Tak is the best sort of game: simple in its rules, complex in its strategy." -Kvothe

The University Edition of **Tak** is a compact and portable new version of this classic game.

Available February 2018





217 FROM THE EDITOR

Greetings Dear Readers, and welcome to your March installment of *Game Trade Magazine*.

We're in like a lion this month, but that's what happens when you collaborate with an awesome bunch of contributors - you end up with an incredible issue chock full of some great sneak-peeks and useful news.

And speaking of sneak peeks, later this month Yours Truly will be travelling to the *GAMA Trade Show* in scenic Reno, Nevada for four days of games, seminars, meetings, and – of course – MORE GAMES!



GAMA has always been a personal favorite of mine as it is a fantastic opportunity for retailers, manufacturers, distributors and folk in-between to chat in person, all among the backdrop of some pretty awesome games, products and projects from your favorite manufacturers.

By the way, while we're at the show (13 March – 16 March), be sure to check both *Game Trade Magazine* and *Game Trade Media* on Facebook for some exciting exclusive coverage.

Of course, it's also worth mentioning I've always considered GAMA to be the beginning to convention season and before we know it, Origins Game Fair and Gen Con will be upon us. Have you made your plans yet? We'll be at both shows so stop by and say "Hi!" if you're there. We always enjoy meeting our readers and hearing your feedback.

Last, and certainly not least – we're looking for your letters for an all-new, upcoming addition to GTM, the Mailbag of Holding! Reach out to us at GTM@GameTrade Magazine.com and share what you like about GTM, your questions for our contributors (or about your favorite games), and let us know what you think we should be keeping an eye out for. We'll pick our favorite letters every month and do our best to respond!

Game on everyone,

-JG

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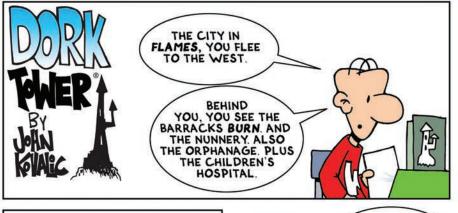
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217 USERS GUIDE

Every month the **Game Trade Magazine** (**GTM**) Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!



Cover Story: Each month a different game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.





Spotlights: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!





Designer Diaries: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny

anecdotes and all the challenges to be overcome in order to make your favorite games.

Reviews: Industry professionals and gaming enthusiasts offer playby-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



Exclusives: While virtually ALL of the content you'll find in GTM is exclusive to our pages, these articles are truly only found in Game Trade Magazine. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, GTM Exclusives are a not-to-be-missed monthly resource!

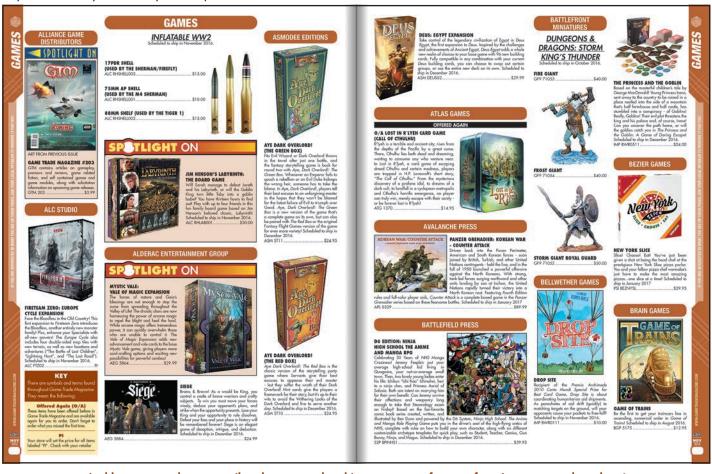
Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your GTM will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.



217 USERS GUIDE

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!



And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in GTM and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPETLIGHT ON

Spotlight On: These products have been deemed as not-to-bemissed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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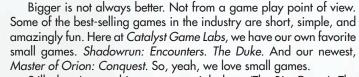
WHERE HEROES ARE BORN



DUNGEONS & DRAGONS: DRAGONFIRE DBG - CORE SET

CAT 16000......\$59.99

Available Now!



leviathans which open up entire worlds to explore, supporting dozens of strategies and hundreds of tactical choices. These are the games to which fans devote hours, weekends, even an entire year of consistent play. We often refer to them as "lifestyle" games, and we may know a thing or two about those. And one thing we definitely know:

Anyone who publishes games for a living can testify to that. Big games are never easy. They shouldn't be.

finally published in November. Even with ten years of experience in managing large properties, Catalyst took on its biggest challenge yet in turning Dungeons & Dragons into one of the market's strongest deckbuilding games. Then there was the art... approvals... design and layout... Every day we scratched off the calendar was a new, exquisite measure of pain. We asked ourselves more than once, was





Oh. Yeah.

Since it's release, *Dragonfire* has broken every record at Catalyst. It was our strongest Gen Con Game Fair showing, running more volunteer hours and non-stop demo play than we've ever seen. Our biggest initial print run, by far. Best level of preorders (100%) and our fastest game to sell-out its first printing (*instantly*, see "pre-orders"). To make certain we didn't run out of product, we ordered a second printing before the first even made it to the warehouse. We were that confident (and *D&D* is *that* huge) that we felt it was a *must*.

Does that make us happy? Well, sure. We're a publishing company, and this is how we stay in business. But we're also gamers, and in the end the fan reaction meant even more.

This is why our marketing campaign revolved around a single theme: *Heroes*.

It started with the box cover. A lone adventurer, standing in the face of a massive, ancient (and very angry) Red Dragon. This warrior has been jokingly referred to as "dragon kibble" and "the sacrifice," but let's face it, as gamers we've all spent hundreds of hours at play (especially in a RPG) for exactly this moment. That magical place where preparation and training come together to draw that line. Here! This far and no further! We're all in! Win or lose, it will make Our website, our magazine ads, our for one hell of a story! convention booths - they all reflected this moment which we boiled down into a single statement: Heroes Wanted! We were reaching past what might be considered the standard play of a deckbuilding game, attempting to bring in a stronger element of roleplaying. Of story. We wanted a player's character to matter as much (or more) than winning any single adventure, at least until they got their turn to face down the ancient red beastie.

Did we succeed?





At Gen Con we saw some early evidence. The line for a seat at a demo table never disappeared, and even though there were no scheduled events after the exhibit floor hours (there will be in 2018!) we ended up running ad hoc tables in our tabletop area just so fans could run their first characters through a full "dungeon crawl" adventure. Everyone was as excited about their Sun Elf Wizard or their Half-Orc Rogue as they were about the game overall. The most common question we heard all weekend? "When will you release <insert race/class here> as a Character screen?" (Second most common question: "Do we get to fight <insert favorite monster or enemy race here>?", and Magical treasures rated a distant third! Which we loved!)

Before we ever got *Dragonfire* into stores, the lucky few who had picked up a copy at Gen Con were already emailing us, asking for new Character screens, new Subclass Features, more Adventures. Our favorite question came through the *Dragonfire* website (www.dragonfirethegame.com) asking us about our Campaign Play. They weren't looking for advice on beating an Adventure. They were asking about a choice they had made inside the Campaign which resulted in a Campaign Score of +1. Was this okay? They wanted to know. Were they in trouble?

They were more concerned about their character than the overall campaign!

GOAALL!

We're not saying the game is perfect (no game is). After the main release, players helped us find clarifications that needed to be made; rules conflicts we had to errata. There were misprints and some missed printing. But the evidence continued to show us that characters mattered — the *story* mattered — as much as winning did. Before the first Adventure Pack was released, one father-son team had played through the entire introductory Campaign three times with different characters each time! We were hearing stories about victories seized one play away from a Total Party Kill. All-elf (and all-dwarf, and all-other) teams that dominated gameplay. And several players reporting that the Forest Gnome Fighter was the Best. Tank. Ever!

The forest gnome.

Seriously.

Yeah, all of this means a lot more to us than preorder figures and sales reports, because, barely four months into the release, we are still working hard to provide exciting, ongoing adventures, high level gameplay, and the setting for one thousand heroic tales. This is how we play. This is why companies publish big games. And we'll never tire of hearing about those last-gasp victories or the unique party combinations or especially the heroic characters.

Because size matters.

And nothing is larger than a hero.



GENESYS

REALMS OF Construction of Terrinoth Consol \$49.95 | Available 2nd Quarter 2018

Terrinoth is a land of forgotten greatness and lost legacies. Once ruled by the Elder Kings who called upon mighty magics to perform great deeds and work marvels, the land has suffered greatly at the hands of its three great foes: the undead armies of Waiqar the Betrayer, the demon-possessed hordes of the bloodthirsty Uthuk Y'llan, and the terrifying dragons of the Molten Heath. Many of its great cities have been cast down into ruins, and many wondrous secrets and powerful artifacts have been lost.

For hundreds of years, Terrinoth slipped into gloom and decay. But heroes arise just when their lands need them the most. Courageous adventurers brave the ruins of past ages and the foul creatures within to uncover the

treasures of their ancestors. The Daqan Barons, inheritors of the ancient kingdoms, rebuild their walls and muster their armies, while the wizards of Greyhaven gather runes of power to awaken guardians of stone and steel. These preparations come none too soon, for the ancient enemies of the

lawful races are stirring again, and Terrinoth needs champions of courage and cunning to stand against the rising darkness.

Fantasy Flight Games is proud to announce *Realms of Terrinoth*, a new sourcebook for the *Genesys Roleplaying System! Genesys* is a roleplaying system that allows you to create your own setting utilizing the narrative dice system.

Realms of Terrinoth explores the world of Mennara featured in Runewars Miniatures Game, Descent, and Runebound. As a fantasy campaign setting for your games of Genesys, Realms of Terrinoth also features many races, weapons, gear, careers, and more—all of which can be found in the world of Terrinoth and expanded to any fantasy setting.

A World of Adventure and Magic

The Realms of Terrinoth book is split into three sections, opening with a dive into the history of the world of Mennara. From the earliest history of the known species to the Age of Courage, from the primordial fall of the Elves to the fiery invasion of the Dragonlords, Realms of Terrinoth not only gives you a full view of Mennara across the ages—it can also provide morsels to populate players' own adventures.

The second piece of the book introduces a variety of new and expanded mechanics that can be introduced into *Genesys* adventures. While the *Genesys Core Rulebook* provides archetypes and careers for fantasy characters, *Realms of Terrinoth* adds even more options. Not only are races like Elves, Dwarves, and Orcs

represented, but the book even gives sub-classes that allow you to become





Strategies

The wealth of resources on the island of Catan* have attracted the attention of those that would plunder it for themselves. Barbarians will soon be on your shores. It is time to ready your defenses—an enemy is at the gates.

Cities & Knights™ (C&K) adds significant depth of strategy to the classic Catan gameplay—there are many paths to victory. Cities are now vital. There are three new commodities that can only be produced with cities, and with these you can make essential city improvements. With enough improvements, your city may become a Metropolis.

Be Patient

Each wave of barbarians is defeated only if the total number of activated knights exceeds the total number of cities. If the barbarians win, the player who contributed the least number of knights has a city pillaged and replaced with a settlement. If the barbarians are repelled, the player with the largest force of activated knights is rewarded. So, your priority in the early game should be to build a knight and activate it before the first barbarian attack.

Getting cities is important, but an early city won't do you much good if you cannot defend it. Often you are better off delaying cities until you have active knights to protect them.

Plan Carefully

There is a 50% chance each player's turn that the barbarian ship moves closer to Catan. So, on average, you only get 3-4 turns between attacks. Coordinating your city building, knight hiring, and knight activation is very important. If an attack is imminent you should prioritize knights over production.



Set-up

Your settlers have now developed new ways to use their resources on Catan. Sheep, grain, and ore are more in important in C&K. Sheep and ore are used to create and upgrade knights. Grain is used to activate knights. Brick is used for city walls.

Wood serves no new function by itself, however, forests also produce the paper commodity if you have a cities or metropolis adjacent. Paper helps you obtain science improvements and science progress cards.

There is a subtle advantage of being the 4th player to place your initial settlement and city. You can place your city on the more productive building site.

Prioritizing City Improvements

Usually, your first three city improvement objectives should be the first level improvement in each category. Each of these improvements only costs 1 commodity, and increases your progress card production from zero to 2 out of 6.

Your next objectives are the second, third, and fourth level improvements in category in which you produce the most commodities. This path will lead you to a special advantage and a metropolis.

The category you focus on will depend upon your commodity production and how the game develops. Most science cards give you advantage in building and/or production. Early in the game, the effects of such advantages can compound significantly. Politics cards tend to give you an advantage by taking something from an opponent. Such effects are most effective when played against the

leader. In general, trade cards force your opponents and/or the bank to give or trade you resources.

Position Yourself for Victory

Having the most strength in knights when the players beat back the barbarians will earn you the defender of Catan victory point card. However, early in the game it may be advantageous to tie for the most strength as you will gain a progress card. But as the game progresses, getting that VP is usually more valuable.

If it looks like 2 or 3 of the other players are competing for the defender VPs, you should seriously consider minimizing your knight expenditures.

Don't forget the merchant. This token gives you an immediate, although temporary, VP—one that is effectively permanent if it is your 13th VP and you win the game!

CATAN: CITIES AND KNIGHTS GAME EXPANSION

CSI CN3077 \$49.00

Available Now!





CITIES & KNIGHTS...

20 YEARS AGO

Barbarians first made landfall on Catan. Rouse your knights to defend it once more!





NÚRIA (ASELLAS ENDLESS PASS



ENDLESS PASS: A VIKING SAGA

WZK 73286 \$24.99

Available April 2018!

Ragnarok approaches... and the Midgard Serpent, Jormungandr, is stirring. The spawn of the Serpent, a horde of serpentine monsters called the Endless, are now scattered throughout Midgard hiding in deep canyons and valleys, awaiting the final battle. While many Vikings have attempted to enter such places wishing to aid the Gods in their struggle, none have returned. The Endless Pass is one of these places... will you enter and emerge victorious?

Endless Pass: A Viking Saga, designed by Núria Casellas and illustrated by Craig Petersen, is a competitive card game for 2 to 6 players. To win the game, you must be the last Viking standing or the first to earn 10 Glory, while surviving the turn. If none of the players survive, then the player with the highest Glory will be honored as the most worthy Viking in Valhalla.

THE DANGERS OF THE PASS...

During their turn, the Vikings will either 'Walk the Pass' or 'Hide'. A Viking that Walks the Pass will first Search the Pass by taking cards from the Pass Deck, the deck where the Endless dwell... Any Endless found on the Pass Deck must be placed face up on the table. All other Pass cards can be kept hidden in your hand as loot, which can be stolen. In the Pass you may find Greek Fire or magical Storm Hammers that will allow Vikings to defeat Endless,

but also Runes to heal or gain more Glory. Next, the player must face any Endless in their path and survive by playing Action or Pass cards (Endless Encounter). After the Encounter has been resolved, the player will be able to perform other actions such as Heal, gain or lose Speed for the next turn, or fight with another player for Health or Glory (Viking Battles). Defeating Endless or other Vikings will earn you Glory.

The players have a number of Action Cards in their hand available for that turn,

> which will allow them to defeat or avoid Endless or other

players such as Attack, Defend, or Evade, or perform other actions such as Steal, Speed, or Hide. At the end of the turn, the player replenishes their action cards and the turns continue clockwise.

A Viking can only avoid Walking the Pass by playing a Hide action card at the start of the turn. In that case, the turn is over, no replenishing is allowed.

However, the player can then decide to change the direction of the game by playing Hide cards.

VIKINGS OR HEROES?

Players use player boards to track their Health and Glory. These boards also indicate the Speed of the player (number of Pass cards to draw) and the number of Actions they can have in their hands during their turn.

The boards are double-sided, so as well as playing in the same condi-

tions, players can also assume the roles of Viking Heroes with different Speeds, Actions, and unique powers. For example, you can play as Steinbjorn the Berserker, who destroys Endless with his bare hands (can use Evade cards to defeat Endless) or Brynhild the Valkyrie, who can defeat two Endless with her Blessed Blade (can use an Attack card to defeat two Endless).

NÚRIA (ASELLAS

ART BY (RAIG PETERSEN WIZK!DS

ARE THE ENDLESS... ENDLESS?

The Endless are persistent monsters. If they're not defeated, they'll continue on their path to the next player. Therefore, any Endless that are Evaded or Defended against are still in play for the next player! This fun and cool mechanic was inspired by the old "endless" or "infinite" running platform video games. In these single-player games, the player can only jump, attack, pick up treasure or health (or some similar actions), and must keep moving forward in

a seemingly endless world, trying to survive the perils on the path. What happens to the monsters when the player jumps them? Well, in those games, nothing... they're left behind. In Endless Pass, the Endless are met by the next player in the Pass. The name of the game is also inspired by this move, as the Endless keep "passing" from player to player.

WHO ARE THE NINE?

The Nine are the Hunters of the Pass: they're fearsome and won't be easily defeated. While The Nine follow the same rules as the Endless, they have special resistance or damage icons on their cards. The promotional card is an exclusive version of a Nine Endless, and you can substitute it for the weakest hunter (the one resistant to the Storm Hammer) to make The Nine even more powerful and dangerous. Or, you can select The Nine at random from your 10 hunter cards to add more variation to your game.

AND THE WINNER IS...

There are several ways of winning this game, allowing you to explore different strategies. You can be the last Viking standing and win when all other Vikings have been eliminated, be the first Viking to earn 10 Glory (in both of these cases you must survive the turn), or win when all players, including yourself, have been eliminated and you have the most Glory. Each game will offer great variability thanks to the choice of player boards, number of Endless in play, different winning conditions and player strategies, and luck with Action and Pass cards.

Look for Endless Pass at your Friendly Local Game Store this April!





A host of great new products are due in Q1 for Warhammer Underworlds Shadespire, Blood Bowl, Warhammer Age of Sigmar and Warhammer 40,000.



trade.games-workshop.com

SHARDS OF INFINITY: DECKBUILDING GAME

UPI 10133..... PI

Available March 2018!

As a designer, you know your new game is on the right track when you and your buddies just can't stop playing it. You've hit that sweet spot when the game always ends with someone saying, "Just one more game!" Shards of Infinity is one of those games.

I've published more than 20 games over the last dozen years and am best known for designing the *Ascension: Deckbuilding Game*. As a professional *Magic: the Gathering* player and U.S. National Champion, I realized that compressing the deckbuilding experience into a single boxed game playable in under an hour was sure to be popular.

Ascension was the first deckbuilding game to use a frequently changing row of cards to select from during play. This mechanic dramatically increased the strategic variance in gameplay and forced players to evaluate cards on the fly, based on the set of available options. That approach has now been used in countless games, and Ascension has released more than a dozen expansions.

Shards of Infinity builds on this legacy with an advanced player in mind. I partnered with co-lead designer Gary Arant to apply what we'd learned over the last eight years. Shards of Infinity involves two-to-four players. Each player starts with a basic deck of cards and acquires new cards from a six-card center row. The cards are divided into four factions to drive synergy and provide structure.

Shards of Infinity has no monsters to fight; your job is to kill the other players, and the last one standing wins. The game takes place in a new, futuristic fantasy world, and includes direct player attacks that make the game more interactive and cutthroat.

MASTERY MECHANIC

The experience of improving your deck is a fundamental feature of deckbuilding games, which increases game-playing fun. Traditionally, this is done by acquiring new cards or getting rid of old cards, but I decided to take those approaches a step further with the newly designed Mastery mechanic. This feature allows you to improve the cards in your deck directly by reaching their mastery threshold. Each player has a personal Mastery rating from 0 to 30. You can increase your mastery rating once per turn, using resources (gems). The higher your Mastery, the more powerful your cards get.

Here's one example.

Some turns you have a spare gem, so increasing mastery is an easy choice. Mastery serves as a "buffer" to ensure you always have something to do on your turn—even if your center row of cards isn't appealing or affordable. Eventually, one of your starting cards becomes powerful enough to help you win the game.

One of the principles of great design is elegance, which I define as doing as much as possible with as little as possible. Most deckbuilding

games (including Ascension) have several stacks of "always available" cards to serve as a buffer for times when the center row doesn't have anything you want to acquire, which is a natural drawback of a random row. I've always found extra piles of cards to be clunky. The Mastery mechanic allows Shards of Infinity to dispense with external piles. One center deck, each player's personal decks, and Hero cards are all you need to play.

Mastery is more than just a buffer for bad center rows, however. Mastery creates interesting decisions on almost every turn as you choose between taking a more powerful card or investing in Mastery to increase your overall power. Mastery serves as a virtual "second victory condition" due to the power of the Infinity Shard. Even if you're losing the damage race (by using power cards to reduce the health of other players), the game can end instantly in your favor if you reach 30 Mastery and draw the Infinity Shard.

Finally, the Mastery mechanic allows for better game pacing. Most deckbuilding games suffer from the challenge that a single lucky acquisition of a powerful card can quickly unbalance the game in one player's favor. Very powerful, high-cost cards are



exciting and create aspirational goals for players, but they also can ruin games when acquired early. The Mastery mechanic enables creation of incredibly powerful cards that are exciting to acquire and play, but the necessary high Mastery thresholds ensure that they won't come into play until later in the game and that they require continuous investment, rather than just "one lucky turn."

MERCENARIES FUNCTION

The best games all involve players facing interesting choices. An agonizing choice upon which the fate of the game hangs - combined with just enough uncertainty to keep all players on the tips of their toes until the last card is played — enhances players' experiences. Mercenaries are custom-tailored to create those choices.



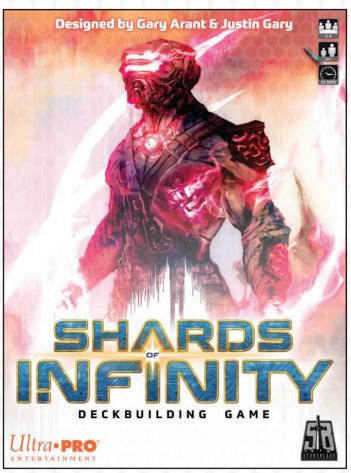
Mercenaries function larly to regular cards that can be added to your deck for future use. Mercenaries also give you the option to Fast Play them immediately and then they go to the bottom or the center deck - NOT your personal deck. Each fast play sacrifices future power for present benefit.

This tradeoff plays into the natural advantages of a deckbuilding game, creating interesting choices. In early turns, it's usually is correct to acquire Mercenaries rather than to Fast Play them. As the game progresses, however - or in criti-

cal situations - a well-timed Mercenary flip can be exactly what you need to turn a losing game into a last-minute victory. Mercenary cards allow you to gain an edge without clogging up your deck, and also provide a great option to deny your opponents from acquiring a card.

Mercenaries help to ensure that the center row of cards keeps changing. Because you cycle through your deck so many times in a deckbuilding game, you only benefit when you acquire cards that improve your average deck quality. Sometimes buying a decent card is worse than doing nothing, but games are no fun when the best play is consistently no play at all!





OTHER FEATURES





Mastery and Mercenaries aren't all that's worth noting, however! We created a beautiful, new world with gorgeous illustrations, engaging characters, and a lively backstory. Make sure to check shardsof infinity.com for design insights, story blurbs, and inside information! There are countless other mechanics to explore. Priced at just \$19.99, Shards of Infinity is one of the least expensive deckbuilding games available. If you like this type of game, I'm confident it will have you and your gaming group saying, "Just one more game!"

Justin Gary started his career in gaming at the age of 17 when he won the Magic: the Gathering US National Championships. He went on to play Magic professionally for several years, winning a Grand Prix, Pro Tour, and World Team Championship along the way. He has been designing games for over a decade, with games including the World of Warcraft Miniatures Game, Ascension Deckbuilding Game, and SolForge digital card game.







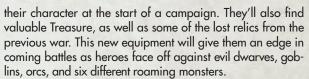
MASSIVE DARKNESS

COL MD001 \$119.99

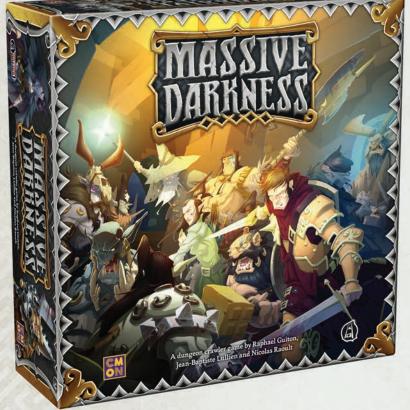
Available Now!

Sixty years have passed since the Lightbringers fought against The Darkness, forcing it back into the deep, shadowy places of the world. They thought their job was completed, their mighty weapons no longer necessary, but that's not the case. The Darkness has returned, uniting the uncivilized tribes against the forces of good. Once more, the call goes out to find Lightbringers and recover those lost relics. This time, it will be a fight to the last!

That's the story behind Massive Darkness from CMON and Guillotine Games. Players must work cooperatively as Lightbringers, mighty heroes looking to finally destroy the forces of The Darkness. Using modular game tiles, players head into the dark caverns and caves, trying to complete different objectives in the name of good and light. It's not only The Darkness that's learned since the last war. Heroes can take advantage of shaded areas on the map. These Shadow Zones let them hide from enemies and leap out with a surprise attack. As they progress through the game's narrative campaign, they'll gain experience, levelling up in their chosen Class and unlocking new powers and abilities. Classes aren't tied to a specific hero, letting players customize



However, The Darkness hasn't stopped there. Using the various expansions, players can customize their games and add new challenges with different sets of enemies. But, it's not only evil that's getting new recruits. New Heroes are available to become Lightbringers, as well as new Classes they can choose to specialize in. The stakes of this war have never been higher!





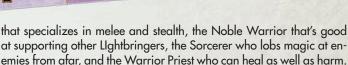




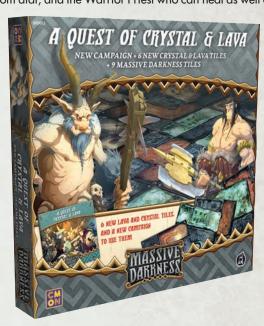
Enemy Boxes allow players to customize the monsters they'll encounter during their games. The Ratlings, Reptisaurians, and Troglodytes Enemy Boxes include two different types of mobs, as well as an Agent and a Wandering Monster. The Ratlings are best in large numbers, gaining bonuses as they scurry around the dungeon in gangs, much like their smaller cousins. The Reptisaurians, left over from a primordial time, are tough and well-versed in the use of poisons found in their swampy homes. The Troglodytes are an offshoot of humans who never left the caves, giving them an advantage in dark, cramped spaces.



Heroes & Monster sets each contain a new Wandering Monster, three new Heroes, a new Class, and a Treasure card. Players can mix and match the different Heroes with the Classes from the expansions, or with the characters from the base game, as well as the other sets, giving a multitude of new combinations when starting an adventure. These new Classes include the Blood moon Assassin



TALADIN OF FURY



The A Quest of Crystal & Lava set literally expands the area players can explore during a game. However, this is more than just an extra collection of tiles. While it does contain the nine original tiles from the base game, there's also six new tiles, split between Crystal and Lava, that players can use to expand their game maps. This set also includes a six-quest campaign, taking players deep into a still-active volcano, looking to root out The Darkness that's begun to infiltrate these dangerous, yet beautiful, caverns.

With these expansion sets, players can greatly modify their Massive Darkness games. They may pick a new Class from one set, a new Hero from another, and go on a quest in the Crystal Caves, fighting off monsters from another expansion. Even just trying out new Hero and Class combos can change an entire campaign. All of these expansions are available now at your FLGS of choice. The Darkness is spreading once more, calling upon old allies and recruiting new ones. Is civilization doomed, or will new Lightbringers force it back, defeating it once and for all?

Jason "Polar Bear" Koepp is a Content Producer for CMON and Editor in Chief of the Tabletop Gaming News website. He lives in Atlanta where he enjoys baking and sharing the results with the others in the CMON offices.



GTM MARCH 2018 **21**





878 - VIKINGS

Invasions of England

878 VIKINGS: INVASIONS OF ENGLAND

AYG 5500 \$75.00 |

Available Now!

My name is Gunder and I am a Viking. I have traveled across the sea with a horde of my shield brethren to find riches and claim my own fertile land.

878 - Vikings: The Invasions of England is a fast-paced, easy-to-learn, 2-4 player game that's perfectly suited to accommodate both veteran and new gamers.

Take on the role of either the Vikings or the English. As the Vikings, you'll invade with a huge army every round. You'll feel invincible as you cut deep swaths into English territory, capturing their key cities. When playing as the English, you will need to protect those cities at all costs, as they provide your supply of troops. Use your peasant Fyrds to whittle down the Viking hordes, causing them to overextend themselves and become easily vanquished. Either way, you'll need to make shrewd decisions on where to move your armies, how to engage the enemy, where to deploy reinforcements, and how to play your unique set of historical event cards. In the end, the side who controls the most key cities will claim victory.



Fighting in Guthrum's army has taken us across Angleland. We have expanded quickly, taking city after city and slaughtering everyone who has dared stand against us.

878 - Viking Age Expansion has allowed us to explore more of this fascinating era's history and how it should affect gameplay. 878 - Viking Age includes nine different expansions that can be added to the game in any combination. Each expansion takes on a different aspect of rich Viking history and changes the gameplay, accordingly. This allows you to tailor the base game to suit your preferences and provide a much deeper experience.

Three of the English kingdoms have fallen with no real effort. Only the Kingdom of Wessex remains.

Kingdoms - England was comprised of four major kingdoms.
 Each kingdom in the game provides a special power to the player who controls it. The powers reflect the historical effects that controlling these kingdoms had on the English and Viking strategies.

Unlike the other English pretenders who either died or joined us, King Alfred has proven to be a worthy foe.



 Kings - Each kingdom also had its own king who reacted to the Viking incursion in their own ways. Some stood against the Vikings and died, while others sought peace or power by allying with them. Every player starts the game allied with one of the four English kings.

We have not been able to break Alfred or his peoples' spirits, even after we plundered and burned their holy churches. Their god's weakness to us has only emboldened them to line up for the slaughter.

The War for Land and Gods - The English start the game with 14 churches on the map. The Vikings get an extra reinforcement for each church they pillage and can win the game if they destroy all 14. However, every pillaged church provides the English with "Christian wrath", allowing them to rally an ever-greater number of Fyrd.





Viking Relics





Hrafnsmerki



Mjolnir



Odin's Mask Rune Stone



Arm Ring of Thor



Odin's 18 Charms

Alfred burned our ships, keeping us from being able to retreat north with our spoils or to send gold home for new recruits.

 Viking Ships - When the Vikings invade, they'll have to moor their ships where they land. They can use these moored ships to quickly travel along the coast, but they must protect them from being captured and burned by the English. Each ship they lose reduces the reinforcements they will gain.

Now fate has brought us to this glorious day. The day our two mighty shield walls face each other in no mere battle, but Ragnarok!

 Epic Battles Events - Any battle can be an epic event where the rules of combat are changed.

I feel the spirits of our fallen brethren and heroes at my side. I swear to Odin that Ragnar has locked shields with me.

 Ragnar and Lagertha - Exchange the base game's starting army with these legendary leaders' forces and bring fear into the hearts of the English.

As our shield walls clash, our war cry makes the wind howl, setting our raven banner fluttering in a sign of victory from the gods.

 Relics and Holy Places - The faith that the Vikings and English had in their pagan and Christian relics would push them beyond their normal limits. The 12 relics and holy places in this expansion provide a special power to the side that controls them.

As my axe cleaves the heads and rends the limbs of one pathetic Englishman after another, I become a legend among my men and will not be forgotten for long after I die today!









Legends - All players want to build their own legacy by achieving these secret legendary objectives that will award them victory control markers.

Our Gods lied to us when we cast our rune dice that morning. Maybe it was a foul trick of Loki's, but our scrying did not tell us the enemies' greater numbers would encircle our flank and tear our battle-line to pieces.

Runes and Prayer - The Vikings may scry and the English
may pray during battle by rolling special dice. Each roll could
provide vital benefits, but could also foretell defeat or convince
god-fearing pagan Vikings to convert to Christianity.

I wait, kneeling with my brethren by the bank of the river, surrounded by grey-cloaked English. We wait to be killed when word comes that Guthrum has converted to Christianity. We are to be baptized and spared. Now, my Godgiven name is Godric and I am Christian.



GTM MARCH 2018 23





LAUGH

and the

World LAUGHS with You!

NUT SO FAST

SND 1001......\$19.95 | Available March 2018!

It was 2011, and I was attending the GAMA Trade show, showing retailers our new baby, *Sutakku*, when I realized how sharp I had honed our double-edged sword of branding. I had always believed that a brand should clearly define a company, so I carefully molded Smirk & Dagger Games with my love of 'take that' backstabbery in mind. On the plus side, we built a very dedicated fan base over the years. Players knew what to expect every time one of our games hit the shelf. If you enjoyed one of them, you very likely would love the rest. Of course, the other side of that coin was equally true. If 'take that' games weren't your thing, we had little to offer you, and, admittedly, it had a polarizing effect on our line.

But, it was *Sutakku* that made me realize how strong the brand guardrails had become. I had convinced myself that, since you could 'screw yourself' in this push-your-luck dice game, it might be enough to justify it under our 'screw your neighbor' banner. Well, nearly every retailer who came to see me at the GAMA show proved me wrong, asking, "where is the *Dagger* in this Smirk & Dagger game?" After I stopped the press and added a 'gotcha' mechanic to the game, I realized just how good a job I had done defining who we were – and the implications it had for our future.

In 2017, the future arrived, rather unexpectedly, and Smirk & Dagger became my full-time gig. A certain amount of growth became mandatory to be viable and knew I would have to be open to other play styles as we grew. After all, there are only so many great backstabbing games one can realistically develop in a year. Not wishing to dilute Smirk & Dagger, I started developing a sub-brand, one that would give us broader shoulders, but still be connected philosophically to the brand we had built. So, I did some soul searching and looked deeper into what I truly enjoyed about our games. And it hit me. My love of backstabbing games really stemmed from the emotional reactions they so reliably create at the table, the highs, the lows, the gnashing of teeth, the laughter! And that created the pathway forward.

'Smirk & Laughter Games' is built on a simple premise — when you engage people on an emotional level, you create a more memorable experience at the table. When a player's emotions are stirred, they become more invested and deeply immersed in the game's world. And now, of course, our new brand opens the door to a whole new range of emotions to explore, and play styles and different memorable experiences to share. Some colors of this palette may not feel wholly unexpected — party games that cause outbursts at the table, for example — but others will feel utterly alien coming from us... games that evoke feelings of warmth and acceptance, pathos, thrills, tension, and more we have yet to consider.



So, what unites these two brands? I've begun to characterize them as "games that play from the heart, vs the head" with plenty of strategic decisions to make along the way, but all in keeping with the end goal: creating a real feeling at the table that you'll want to return to again and again. To that end, we will be launching three titles under

Smirk & Laughter this year.



The first is *Nut So Fast*, a boisterous, wildly twitchy game of quick reactions and nutty poses. The components are adorable. Twelve wooden nuts of four types (cashews, walnuts, a pistachio, and an almond), wonderfully illustrated by Chris McCoy, that peek right out of the window box packaging. This is a laugh-outloud party game by Jeff Lai, for 3-6 players, in which everyone

anxiously waits for their moment to grab the nuts out from under other player's noses. But 'Nut So Fast'... when a number card pops up, players have to switch gears and strike the corresponding 'Nutty Pose' for the round instead. It's a game of hilarious mistakes, smashing of knuckles, and peals of laughter... a game absolutely anyone can learn and start playing in a heartbeat, and when they do, the raucous laughter always draws a crowd. Look for this title to hit shelves in April at an incredible price point of \$19.95.



In August, Smirk & Laughter will introduce *Before There Were Stars...*, the most approachable and welcoming storytelling game I've ever seen, where each player tells the mythic creation story of 'their people.' Featuring star-pipped dice that are rolled to form the 'night sky,' one scans the stars for constellations, then chooses those showing the same dice faces as keywords for their story. Inspired by Constellation cards, players craft tales about the creation of the world, the origins of civilization, the rise of their great hero, and an end of days.

Each of you has your own story to tell, no one alters it or takes it off track. And while there's scoring, it's done in secret, as you pass offering bags. Unlike many similar games, where the 'funniest' story gains the most points or the best performer scores highly, in Stars... players are scored on a single moment in their story that most impressed the listeners. This levels the playing field for players who are less comfortable with this style game. Anyone can have a creative moment that touches the group. Best of all, the game ends with an

Before These
Were Stars.

CHAPTER 1:
IN THE BEGINNING...

CHAPTER 2:
AT THE DAWN OF
CIVILIZATION...

CHAPTER 3:
A GREAT HERO
EMERGES...

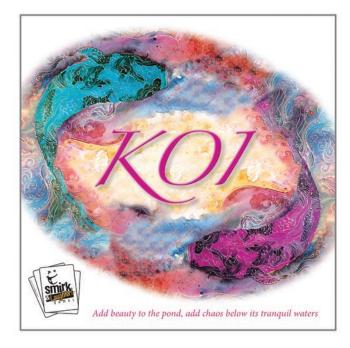
CHAPTER 4:
AT THE END
OF DAYS...

THE OWL

LIGHTNING

Appreciation round, a single bonus point for your favorite moment in the game. Players highlight a couple great moments before giving their point to the individual who impressed them most. Invariably, everyone at the table ends up being recognized in some way, making this one of the most emotionally fulfilling games we've ever produced. Before There Were Stars... was designed by Alex Cutler, Alex Wilkinson, and Matt Fantastic, with fantastical art by Lisa Falzon.

Right on its heels in September we'll launch Koi. This is a game in which players are all Koi fish in a tranquil pond, seeking a delicious meal of dragonflies that flit about on the surface. Players navigate the waters with cards that take them on fish-like, meandering paths, and add to the beauty of the Koi pond with cards that introduce decorative stones, cherry blossoms, lily pads, frogs, and the like. But, each beautification tends to spell havoc for the opposing fish. At the close of seven days of shifting weather patterns, the game ends with the best fed fish as the winner.



All of these games are very approachable by both traditional gamers and more casual gaming families that are entering the hobby in greater and greater numbers. It's our hope that these 'easy to get into' titles, with game play that engages people on an emotional level, will be a welcoming bridge to help grow the hobby overall. At the very least, Smirk & Laughter Games will broaden our appeal to a wider audience. It's a very exciting time for us. Combined with thrilling announcements from Smirk & Dagger, of the long-awaited *Tower of Madness* and our August release of the *Cutthroat Caverns* app, and two amazing titles in the wings, 2018 will be the biggest year in the company's fourteen-year history.

We know that store shelf space is a privilege to be earned, by hard-working titles that turn reliably, and we are more dedicated than ever to proving our game titles worthy of your time and consideration. Here's to a successful and prosperous 2018 for all of us!

Curt Covert is the owner of Smirk & Dagger Games. A fourteenyear veteran in the industry and the inventor of Cutthroat Caverns, Hex Hex, Nevermore, and Tower of Madness, just to name a few. In 2018, his new line, Smirk & Laughter, will reach a broader audience than ever with games intended to connect with players on an emotional level.

GTM MARCH 2018 **25**



THE ROLEPLAYING GAME

THE ROLEPLAYING GAME

SENTINEL COMICS ROLEPLAYING GAME STARTER KIT

GTG SRPG-SKIT \$19.95 |

Available Now!

In Sentinel Comics: The Roleplaying Game, you and your friends play as comic-book heroes — either from the pages of Sentinel Comics or from your own imagination! Join forces against terrible

villains and fight in dangerous environments, all in a tabletop roleplaying game!

If you've played the Sentinels of the Multiverse card game or app, or the Sentinels Tactics tactical skirmish game, you'll be familiar with the heroes, villains, and environments you encounter in Sentinel Comics: The Roleplaying Game. If you haven't, are you ever in for a treat!

Sentinel Comics: The Roleplaying Game differs from the other Sentinel Comics games in two fundamental ways. While the hero sheet - analo-

gous to your deck in Sentinels of the Multiverse gives you a long list of specific powers, abilities, and amazing things your character can do, you decide what decisions they make, what things they say, what thoughts they have; the only limit is your imagination. Second, the open-ended nature of this type of game requires a special player — the game moderator, or GM - to make those same decisions for all the other characters, to frame the scenes, to apply the rules, and numerous other tasks.

In order to play Sentinel Comics: The Roleplaying Game you need the following items:

Three to seven players, including the GM

Some index cards or slips of paper and some pens

A handful (at least three of each) of polyhedral dice (d4, d6, d8, d10, and d12). It's helpful if each player has their own set, and the GM needs a few more than that, especially sixsided and eight-sided.

A couple of hours

So, what do you do in a game of Sentinel Comics: The Roleplaying Game? You take on the role of one of the heroes from the pages of Sentinel Comics: Legacy, or Tachyon, or Bunker, or Unity, or any of the other heroes, or even one of your own invention. This is your character, called a PC (Player Character), as opposed to characters controlled by the game moderator (GM). You speak, make decisions, and take actions for your character.

When we talk about "what you do," there are two aspects to discuss: what you do as a hero, and what you do as a player. But we should probably first mention what you perform as a game moderator, since that particular player has extra responsibilities.

AS A GAME MODERATOR

You present the world to the players. You set the stage for intense action scenes, you describe the environment, and you play the roles of all the NPC's (Non-Player

Characters) the players interact with, be they supervillains or innocent bystanders. Several tools are at your disposal to help players create their own stories, including the game's rules and published adventures. It's a big job, we know, but we've got you covered.



Do what heroes do best! Defend the weak and the innocent. Throw a wrench in the works when the villains set their plans in motion. Jump in and lend a hand when your teammates are in trouble. Stand up for your principles. Punch evil right in the face! Save the day! No pressure.

AS A PLAYER

You make decisions for your character. You decide what they

do, say, think, and feel. You choose what powers and qualities they employ at any given moment. You describe the comic book panel where your character performs an amazing feat. You gather up dice and roll them when interesting uncertainty arises, then apply the results to see what happens next.

The Sentinel Comics: The Roleplaying Game Starter Kit comes with everything you need to play your first entire super-heroic campaign! This starter kit comes with a ton of information and gameplay content across thirteen booklets.

Oh, and keep an eye out for news about the upcoming core rulebook!







Master of Galaxy

MASTER OF THE GALAXY

AGS ARTG003..... \$49.90

Available May 2018!

In a distant future, nine Elder Races are expanding through space, ready to assimilate (or exterminate!) anyone who stands in their way. To conquer the galaxy, they're challenged to choose the best combination of politics, science, trading, and conflict to reach - before the other opponents – total supremacy. In Master of the Galaxy, a fast-playing and easy to learn 4X (eXplore, eXpand, eXploit, eXterminate), there are many possible paths to victory, and only through a careful management of resources - without losing sight of the neighboring species - players will be able to achieve galaxy domination.

Master of the Galaxy draws inspiration from classic science-fiction, movies, and computer games, presenting a strong theme and artwork. The game uses a unique and innovative blend of bag-building, card-drafting, and tech-tree development, with gameplay characterized by deep tactics and strategies. It can be played with 2 to 4 players, and a complete game requires 1 to 2 hours, depending on the number of players.

Starting with one controlled star-system, one Species card, and a modest supply of resources, players collect new resources to fuel their expansion and development to suit their strategy. They can try to quickly spread their people across the stars, to develop science to a level unreachable by their opponents, or to embark themselves on a methodical extermination of their rivals.

In turn, each player draws three resource cubes from their bag and places them on the cards at their disposal to carry on various projects; or on the game board, to trace new routes toward distant stellar systems; or on planets, to gain more resources to add to their bag.

Resources are divided into five different

types (science, economy, industry, military, and administration), and during the game, the mix of resources they have in their bag will change. There are three ways to win: place all the nine bases on the game board, collect five supremacy symbols from their cards and systems, or defeat the starting system of another player by placing their base there.

The Colossus

You have for each conflict card on the game board.

The strategic goals will guide players on how to spend their resources. Through their use (and by completing projects) they may perform several different actions in each turn: increase resource availability and manage the mix of resources in the bag to optimize every draw; build and place bases to gain new leaders with unique features and to steal resources from the opponents; acquire new development cards to increase capacities and increase supremacy in a field; and start a conflict to expand into neutral systems or to counter other players. Each turn,

players must carefully choose which project to carry out, knowing there aren't endless resources and weighing the importance of each project for their goals.



Explore, expand, exploit, exterminate

Leaders require you to own supremacy symbols to activate their abilities. Military conflicts can be more or less expensive and will grant different rewards – including taking away the control of a system from another player. A government card provides new projects and unique powers, which are very different from each other.

Expanding and diversifying projects will give significant advantages: new planets to extract resources and new locations to build your bases. In addition, bordering opponents will allow you to directly attack and weaken them, which may provide important benefits (but not without risks!).

Players get closer to victory, turn after turn, but nothing is obvious: a development card, the sudden action of a leader, or a military conflict all can unexpectedly change the fate of the galactic conflict and decide the outcome of the game. Master these strategies and you can become *Master of the Galaxy*!

•••

GIM

ALLIANCE GAME DISTRIBUTORS

GHT ON



GAME TRADE MAGAZINE #219

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 219.....

ART FROM PREVIOUS ISSUE

ADAM'S APPLE GAMES

BREWIN' USA

Featuring 79 USA Breweries' Real Bottle Caps! Join the Craft Beer Revolution and compete to be the best Craft Brewery in the United States in the refreshingly crisp yet bold *Brewin USA*! As Ale Entrepreurs, you'll jump head first into the craft beer revolution and land yourself a start-up brewery. With a few heirloom Craft Beer recipes in hand, you dream of one day becoming the greatest Brewmaster in the nation. But first, you'll need to get your brewery off the ground and duke it out for limited brewing ingredients. Through brewing mastery, tactful product placement, and strategic regional control, the most successful brewery will emerge in Brewin USA!



FOODTRUCK FRE

TRUCK OFF: THE FOOD TRUCK FRENZY

Become the 'American Dream on Wheels' as a Become the 'American Dream on Wheels' as a Food Truck Titan in this zesty Food Truck card game with plenty of bite! In *Truck Off*, you deploy your food truck team hoping to score a sweet parking spot at a lucrative venue. Your timing and game plan will be critical to maximize your customers and profits, but your opponents will do everything it takes to spoil your sales.

ATOMIC OVERMIND PRESS



NEW TALES OF THE YELLOW SIGN

In the dying years of the 19th Century, a book changed in the aying years of the 19th Century, a book changed the world - or worlds. A slim, sinister text called 'The King in Yellow' drove those who read it to madness. Despite suppression by anxious authorities, it spread through global culture, and history itself, like a virus. Now the contagion bears hideous fruit. New Tales of the Yellow Sign expands the classic horror mythos of weird tales pioneer and Lovecraft precursor Robert W. Chambers into new vistas of unease and imagination. Over the course of eight troubling stories, writer and visionary game designer Robin D. Laws lures you into diseased timelines, impossible pasts, and the all-too-terrifying present. Scheduled to ship in April 2018. AOP 1007.....\$16.95

AVALANCHE PRESS



SECOND GREAT WAR AT SEA: TROPIC OF CAPRICORN

In late 1916, Woodrow Wilson attempted to bring an end to the First World War. He failed. In another reality, he succeeded. The great empires survived, yet the peace proved flawed and world-wide war returned in 1940. A complete boxed game in the Second World War at Sea series, Tropic of Capricorn brings the alternative-history story arc to the shores of South America. Scheduled to ship in May 2018.

API 0616

BRAVELY TOLD GAMES

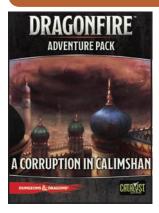
CULT FOLLOWING: THE ONE TRUE GAME

Do other games leave you feeling...empty inside? Cult Following: The One True Game is a storytelling game where you convince your friends that the eternal truths that you just made up should command devotion, while their fanatical ravings are just plain ridiculous. Choose ideas from a hand of cards, bind them together into a ridiculous cult, and pitch it to your friends. Answer pointed questions from potential recruits, defending your own ideas while attacking the lies of the other cultists. Describe how your cult ascends into fame and fortune, while others languish in obscurity! Will your friends heed your warning about timid forest creatures, shapeshifting and unspeakable horrors, or will another cult steal your rightful followers? Scheduled to ship in April 2018.



BTG CF01\$25.00

CATALYST GAME LABS



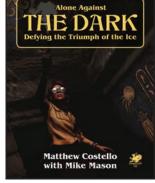
DUNGEONS & DRAGONS: DRAGONFIRE DBG - ADVENTURES -A CORRUPTION IN CALIMSHAN

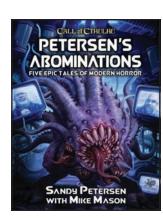
The exotic cities and arid deserts of Calimshan hide wonders untold - and terrors unknown! Conquer new encounters, including the all-new Desert environment, and claim new Magic Items and Market cards, along with Crafting Poisons, in this Adventure Pack for the Dragonfire Deckbuilding Game. Scheduled to ship in May 2018. CAT 16204.....\$19.99

CHAOSIUM

ALONE AGAINST THE DARK: A SOLO PLAY CALL OF **CTHULHU MINI CAMPAIGN**

A solitaire adventure set in the fall of 1931, your goal in Alone Against The Dark is to solve strange disappearances and to forestall a calamity about to beset the world, journeying from New York City to Greece, Egypt, Germany, and Antarctica. Armed with a copy of the Call of Cthulhu Rulebook, a pencil, some roleplaying dice, and your wits, you're all set for the twists and turns of this epic, world-spanning adventure. Sit back, get comfy, and prepare to be Alone Against The Dark! First released over thirty years ago, this new edition has been completely revised and updated for Call of Cthulhu 7th Edition, with new illustrations and player aids. Scheduled to ship in April 2018.





PETERSEN'S ABOMINATIONS: TALES OF SANDY PETERSEN

Gathered from across the aeons, this anthology of horror brings together, for the first time, a series of five nightmarish, modern-day scenarios for the Call of Cthulhu Roleplaying Game from the mind of Sandy Petersen, produced in full color, with art by Lee Simpson, M. Wayne Miller, Victor Manuel Leza Moreno, Grzegorz Pedrycz, Evgeny Maloshenkov, and sumptuous cartography by Andrew Law and Stephanie McAlea. Scheduled to ship in April 2018.

CHA 23152\$39.95

COMPASS GAMES

White Eagle The Russo=Polish War, 1920

RED STAR WHITE EAGLE: THE RUSSO-POLISH WAR 1920 -

DESIGNER SIGNATURE EDITION

To the West, the First World War was 'the war to end all wars'. To the submerged nationalities of Eastern Europe, this war removed the obstacles to their political aspirations - Tsarist Russia collapsed in 1917; Germany and Austria-Hungary were defeated in 1918. The disintegration of these empires sparked a chaotic period of struggles in Eastern Europe, as proponents of the old order, nationalists, and revolutionary socialists fought for supremacy. The conflict

between the Poles and the Bolsheviks was the most important campaign in determining the borders of Eastern Europe. An operational-level simulation that faithfully recreates the 1920 conflict over the border areas of

Eastern Europe, this Designer Signature Edition marks the return of Red Star/White

Eagle, a true wargaming classic by David Williams, faithfully remastered and updated. Scheduled to ship in January 2018. CPS 1056......\$79.00

GAMETRADEMAGAZINE.COM

THE WAR: EUROPE **EXPANSION KIT**

This Expansion Kit for The War: Europe 1939-1945 introduces twelve new scenarios, including alternative history campaigns such as 'A Road Not Taken', 'Operation Tannenbaum', and 'Lord Halifax's Treaty', as well as historical battles like Kursk and Stalingrad. Also included is an optional rulebook, solitaire Diplomatic rules, and two new counter sheets to utilize the new scenarios, optional rules, and variants. Scheduled to ship in January 2018.

CPS 1044.....\$85.00

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CVB 280298-0697 \$41.37



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CVB 280592-0700\$18.48



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CVB 280399-0702\$30.47

CREATIVE GOODS COMPANIES



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CATAN: ADULT T-SHIRT 'STINKING SHEEP'

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CATAN



CATAN: GLASS PINT -RESOURCES & ROBBER (SET OF 6)

CGC 21106 \$66.00







Scheduled to ship in March 2018.



CVB 280194-0698\$11.17

ARIADNA IRMANDINHOS

COMBINED ARMY: BIT & KISS! (HACKER)

CVB 280689-0701\$18.48



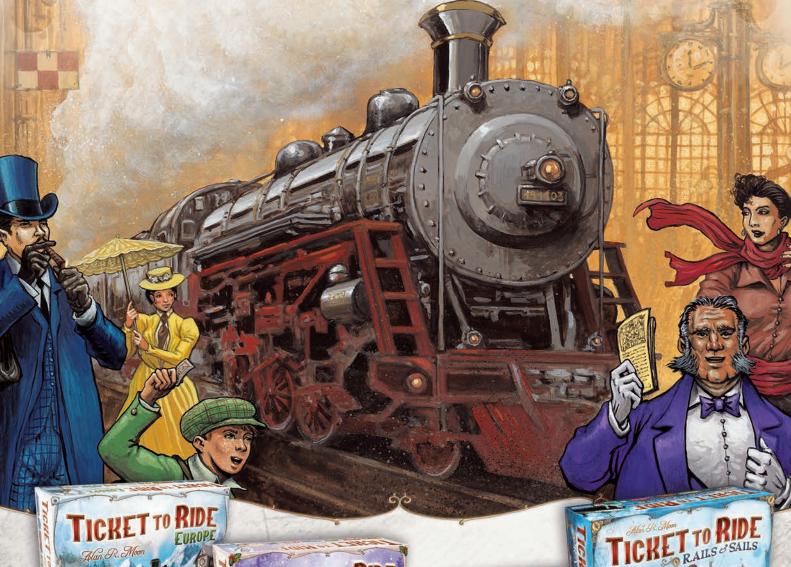
CGC 21152\$6.00

CATAN: SEAFARERS MAGNETIC

BOTTLE OPENER

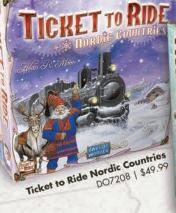


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CATAN: WOOD BASE SETS

Celebrate your individuality with a custom set of player pieces, in fantastic colors that represent your personality, playstyle or just your favorite color! Colors range from the tried and true to the exotic and bold! Scheduled to ship in March 2018.

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YELLOW CGC 02011	\$7.00

MEMOIR 44: THE BATTLE MAP SERIES II -

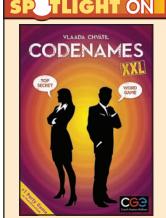
Jungle and Do-

THE BATTLE MAI

CUBICLE 7

THE LONE WOLF ADVENTURE GAME: GM SCREEN

CZECH GAMES EDITIONS



CODENAMES: XXL

DIAMOND COMIC DISTRIBUTORS



CTHULHU VINIMATE

EPIDEMIC BOOKS



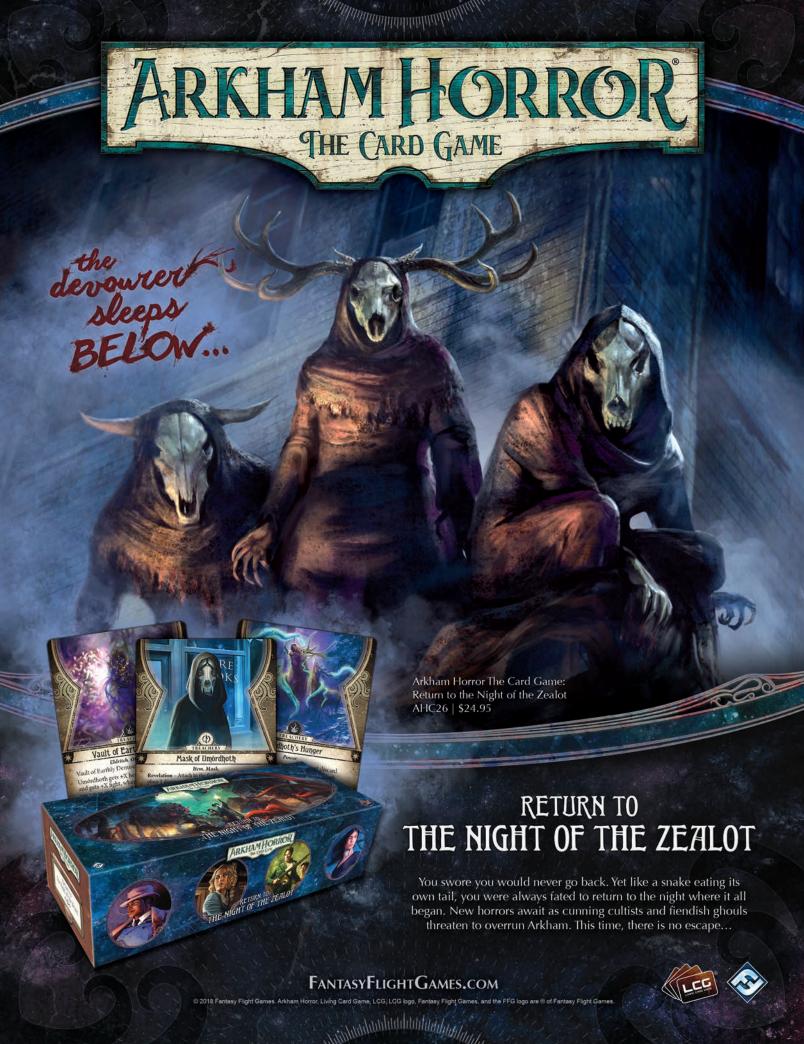
PATHFINDER RPG: OATHBOUND BESTIARY

Hail, stranger! Do you possess the will to lay your eyes upon your doom? Step inside, if you dare, and bear witness to the foulest compendium the Forge has to offer! From across the seven domains, beasts and horrors have been gathered, dissected, and brought into the light of day. From the battle tactics of the colossal Sand Strider to the mating habits of the lowly Death Moss, all the knowledge you need to keep your thread of life intact is here for the taking. Come experience the bloodthirsty rage of the Karnos and the twisted machinations of the Palethian, shudder at their skills, and study their weaknesses. Featuring over 200 distinct stat blocks, the Oathbound Bestiary is the official, Pathfinder-compatible monster compendium for Oathbound. Scheduled to ship in March 2018.

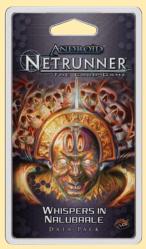
EVIL HAT PRODUCTIONS

GREEDY DRAGONS









ANDROID NETRUNNER LCG: WHISPERS IN NALUBAALE DATA PACK

Even with the Sub-Saharan League making leaps and bounds in the field of global power, corporate intrigue and secrets seep in, infecting the growing power with corruption from the inside. Information is withheld, traded, and sold in hushed rooms, just like every other area of the world. Corporations still guard their secrets and agendas, and the runners still work to leave them exposed. Enter the SSL with Whispers in Nalubaale, the fifth Data Pack in the Kitara Cycle for Android: Netrunner The Card Game. Whispers in Nalubaale introduces three copies of twenty new cards for every faction, including a new Anarch identity that gives the runner new ways to spend their virus counters, and a risky new tool for Jinteki that pays dividends economically as it invites the runner to explore their deadly servers. Scheduled to ship in April 2018.

FFG ADN54 \$14.95





ARKHAM HORROR LCG: RETURN OF THE NIGHT OF THE ZEALOT EXPANSION

You swore that you would never go back. Yet, like a snake eating its own tail, you were always meant to return to where it all began. In the Arkham Horror: The Card Game Core Set, Night of the Zealot presented your first challenge while introducing you to the investigators, mechanics, and environment of Arkham Horror Files, providing a stable foundation from which you built your investigations into the unknown and the unknowable. Now, you 're invited to return home and begin a new challenge worthy of your expertise in Return to the Night of the Zealot, an expansion for Arkham Horror: The Card Game that enhances and modifies the Night of the Zealot campaign with 46 new Encounter cards and 20 new Player Cards. Additionally, this expansion includes a premium box and 18 divider cards to hold your entire Night of the Zealot campaign. Scheduled to ship in April 2018.

FFG AHC26.....\$24.95





A GAME OF THRONES LCG: **2ND EDITION - THE FAITH** MILITANT CHAPTER PACK

The fifth Chapter Pack in the Flight of Crows Cycle for A Game of Thrones: The Card Game, The Faith Militant brings special focus on the religions of Westeros. Here you'll find characters who've sworn fealty to The Seven, the Drowned God, and R'hllor, each serving their gods with the utmost fervor. With iconic characters like Arya Stark, Daenerys Targaryen, and Coldhands appearing in The Faith Militant alongside a new agenda focused on The Seven, it's plain to see that the Seven Kingdoms will never be the same again! Scheduled to ship in April 2018.

FFG GT27......\$14.95

GENESYS RPG: REALMS OF TERRINOTH HARDCOVER

Terrinoth is a land of forgotten greatness and lost legacies. Once ruled by the Elder Kings who called upon mighty magics to perform great deeds and work marvels, the land has suffered greatly at the hands of its three great foes; the undead armies of Waigar the Betrayer, the demon-possessed hordes of the bloodthirsty Uthuk Y'llan, and the terrifying dragons of the Molten Heath. Many of its great cities have been cast down into ruins, and many wondrous secrets and powerful artifacts have been lost. For hundreds of years,



Terrinoth slipped into gloom and decay. But, heroes arise just when their lands need them the most. Courageous adventurers brave the ruins of past ages and the foul creatures within to uncover the treasures of their ancestors. A sourcebook for the Genesys Roleplaying System, Realms of Terrinoth explores the world of Mennara featured in Runewars: The Miniatures Game, Legacy of Dragonholt, Descent, and Runebound, covering the many races, weapons, gear, and careers that can be discovered in the embattled realm of Terrinoth. Scheduled to ship in April 2018.

FFG GNS03\$49.95

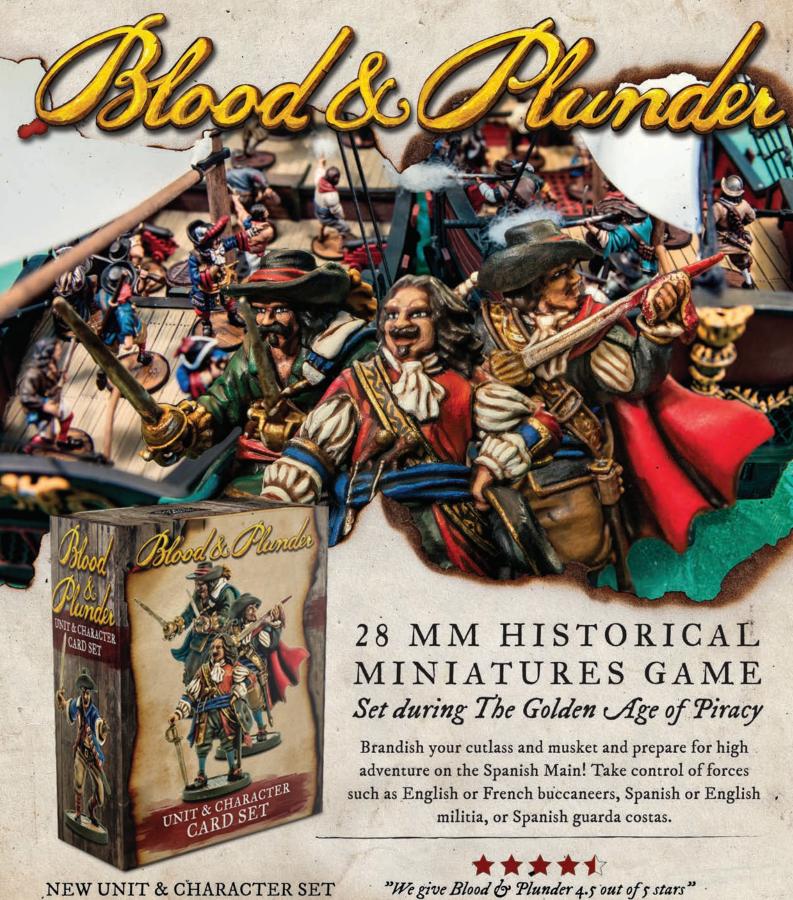




STAR WARS IMPERIAL **ASSAULT: SKIRMISH MAP - MOS EISLEY BACK ALLEYS**

by 26" Measuring 26" skirmish neoprene map designed for use with Star Wars Imperial Assault portrays the neglected and dangerous alleys of Mos Eisley, home to the scum and villainy of Tatooine. Scheduled to ship in February 2018.

FFG SWI52PI



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STAR WARS LCG: PROMISE OF POWER FORCE PACK

Are the alliances and friendships that surround you a boon to help in your darkest hour, or are they chains that hold you down, stifling your true potential? The final Force Pack of the Alliances Cycle, Promise of Power introduces ten new objective sets (two copies each of five distinct sets) as well as plenty of characters from Star Wars Rebels, bringing new versions of Ezra Bridger, Cikatro Vizago, and more Inquisitors into the game. In addition to marking the climactic conclusion of the *Alliances Cycle, Promise* of Power also serves as the Force Pack that culminates the Star Wars: The Card Game line. Scheduled to ship in April 2018.

FFG SWC42.....\$14.95

FIRELOCK GAMES



BLOOD & PLUNDER: BARK Scheduled to ship in January 2018. FGD 0048.....

GALE FORCE NINE



FIREFLY ADVENTURES: RESPECTABLE FOLK CREW EXPANSION SET

The Firefly Adventures: Respectable Folk Crew Expansion Set includes two new playable characters (Inara Serra and Shepherd Book) with stat cards and miniatures in both casual and hero positions, two new Jobs, and 10 new equipment cards. Scheduled to ship in May 2018.

GF9 FADV02......\$20.00

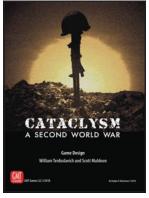
FIREFLY ADVENTURES: WANTED FUGITIVES CREW EXPANSION SET

The Firefly Adventures: Wanted Fugitives
Crew Expansion Set includes two new
playable characters (Simon Tam and River Tam,) with stat cards and miniatures in both casual and hero positions, two new Jobs, and 10 new equipment cards. Scheduled to ship in May 2018.

GF9 FADV03.....\$20.00

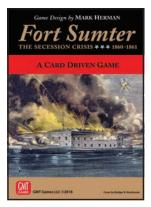


GMT GAMES



CATACLYSM: A SECOND WORLD WAR

Cataclysm: A Second World War is a quick-playing game about politics and war in the 1930s and 40s. The three primary ideologies of the time contend to impose their vision of order on the world - The Fascists (Germany, Italy, and Japan) seek to overthrow the status quo, which favors the Democracies (France, the United Kingdom, and the United States), while the Communists (the Soviet Union) look for opportunities to storm the global stage. Scheduled to ship in April 2018. GMT 1804\$79.00

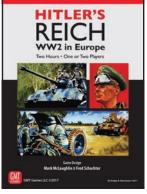


FORT SUMTER: THE SECESSION CRISIS, 1860-1861

Utilizing the area control mechanic pioneered in We The People, Fort Sumter is a two-player Card Driven Game (CDG) portraying the 1860 secession crisis that led to the bombardment of Fort Sumter and the American Civil War. Scheduled to ship in January 2018.

GMT 1808\$42.00

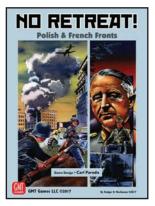




HITLER'S REICH

It is April of 1941 and Hitler, already master of Europe and much of the Mediterranean, is poised to launch his great march East - Operation Barbarossa: the invasion of Soviet Russia! No stacks of armies, no hexes, no overly-lengthy rules to learn! In Hitler's Reich, the first of the Card Conquest System game series, players recreate epic military contests of history in short, comparatively simple and easy to learn, but hard to master games. Designed to be set up in minutes and played to conclusion in one sitting, these are not simulations but games, albeit ones packed with enough historical flavor, excitement, and decision making to give you the feeling of being there at the highest levels of command. Scheduled to ship in April 2018.

GMT 1715\$69.00



NO RETREAT: POLISH AND FRENCH FRONTS

In No Retreat: Polish and French Fronts, players command the Allied (French and British) or German forces, operating them in accordance to one of several historical plans. This deluxe edition comes complete with a two-sided mounted map, oversized counters, and the 1939 Polish Campaign scenario. Scheduled to ship in April 2018. GMT 1716\$60.00

SKIES ABOVE THE REICH: THE AIR WAR **OVER GERMANY 1942-1945**

Skies Above the Reich is a solitaire game depicting a Luftwaffe squadron of Bf109's struggling to deter and destroy the relentless daylight raids over Germany during World War Two. The solo player's individual aircraft must confront the mighty combat formation of the United States Army Air Force - a deadly terrain of B-17 Flying Fortresses. Stretching from late 1942 to early 1945, Skies Above the Reich follows that trajectory in a series of missions strung together to make a campaign. Scheduled to ship in May 2018.

......\$89.00

GOODMAN GAMES



MUTANT CRAWL CLASSICS RPG: FARRAH'S FANTASTIC FRAGMENTS

This set contains the very dice that Farrah Heftblade used to vanquish the Red Wizard and avenge the death of her father. Using these dice in your game is guaranteed to bring the favor of the gods, especially when used during a crescent moon. Scheduled to ship in May 2018.

IMP GMG6049 \$24.99 IMP GMG6049.....\$24.99



MUTANT CRAWL CLASSICS RPG: MARVELS OF THE MUSTACHIOED MAGICIAN

The Mustachioed Magician conceals his true name lest demons and concubines force his will. He weaves dark sorcery using odd trinkets such as the enigmatic marvels contained in this tube. Using these dice brings good fortune, yet sparks the ire of dark forces. Speak not your true name whilst using them! Scheduled to ship in May 2018. IMP GMG6050.....\$24.99



MUTANT CRAWL CLASSICS RPG: SLIPCOVER HC

Triumph & Technology Won by Mutants & Magic! You're no zero. You're a wasteland wanderer: a mutant, a seeker, a robot-killer, a stoic shaman guarding forgotten ancient sciences. You seek triumph and technology, winning it with mutations and magic, soaked in the radiation and quantum fields of the mutated, the savage, the semi-sentient, and the artificially intelligent. Return to the glory days of science fiction gaming with the Mutant Crawl Classics Role Playing Game, featuring modern rules grounded in the origins of post-apocalyptic roleplaying. Fast play, a mysterious future, and 100% compatibility with the Dungeon Crawl Classics RPG system await you - just activate your artifact. This special sipcover addition of the Mutant Crawl Classics Role Playing Game includes a durable slipcover and

edition of the *Mutant Crawl Classics Role Playing Game* includes a durable slipcover and the color-cover edition of the core rulebook. Scheduled to ship in June 2018.

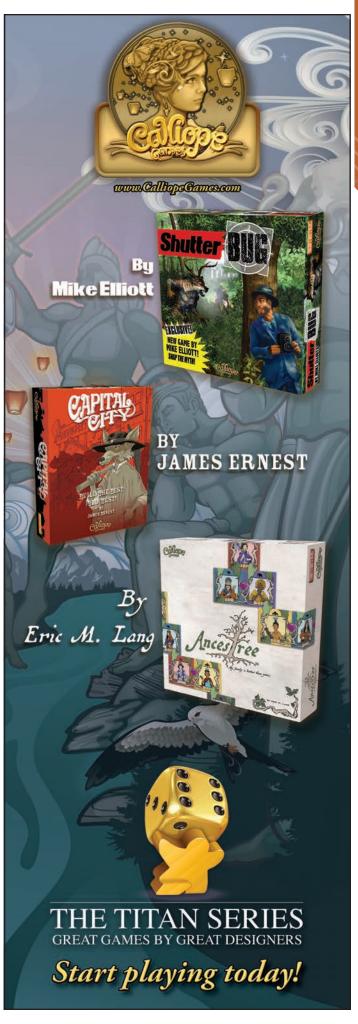
GREENBRIER GAMES

OF DREAMS & SHADOWS: THE MONSTER WITHIN

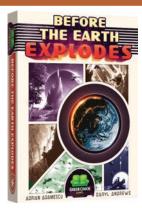
A season has passed since the Champions saved the realm. Winter has come, blanketing the land in snow and ice. The kingdoms are rebuilding, but tensions rise as food becomes scarce. The Werefolk are in decline and there are rumors of some-thing exterminating their kind. New disappearances are happening across the realm. Some who have gone missing are later found, but turned into ravenous An expansion for Of Dreams & Shadows, The Monster Within includes experienced versions of each



Champion with updated abilities, new villians, foes, and epic foes, plus new Resource cards such as spells that will grant more control of the map and new rules on customizing your Resource deck to fit your preferences. Scheduled to ship in February 2018.







BEFORE THE EARTH EXPLODES

Resources are dwindling. Overpopulation is destroying the planet. Time is running out! Elite factions are exploring the cosmos for a new home, new technology, new allies, or the resources needed to repair the plight of their damaged home world. With nothing left to lose and on the brink of madness, these warring Earthlings, equipped with deep-space warships with expansive cargo holds, will do whatever it takes to claim glory for saving humanity... Before The Earth Explodes! Scheduled to ship in March 2018.

IMP GCG009\$20.00



BEST TREEHOUSE EVER: FOREST OF FUN

In Best Treehouse Ever: Forest of Fun, players compete to build the best treehouse, outlitting them with cool rooms, and creating fun habitats for their favorite furry and feathered friends. In addition, our treehouse builders have leveled up their experience by visiting new locations in the forest that provide special abilities to help them in their new build. Forest of Fun can also be combined with Best Treehouse Ever to play up to eight players! Scheduled to ship in May 2018.

IMP GCG010\$30.00



ORK! THE ROLEPLAYING GAME: 2ND EDITION

Shut up! You am Ork! Enter the bone-cracking World of Orkdom with Ork: The Roleplaying Game! This new edition is the standalone, streamlined roleplaying game of orkish mayhem: a 'beer and pretzels' game where monstrous, hilarious adventure matters more than rules and tables. Claw your way out of the Gunk Pit, earn your name with acts of spectacular violence, and bring terror to the Squishy Man villages in the name of Almighty Krom! Includes a blood-soaked combat system, other, lesser rules, and a complete series of adventures to take your orks from nameless youth to sharp-toothed, unholy terrors - if you can avoid the wrath of Krom! Scheduled to ship in April 2018. GRR 4502\$29.95

GREY FOX GAMES



RISING 5

Ages ago, on the far flung planet of Asteros, an ancient king confined unspeakable monsters behind a Rune Gate and sealed it shut with four divine Runes. The gate has stood dormant for more than a millennia - until now! The seal has weakened, and the evils of the Aether once weakened, and the evils or the Aeriner once again plague Asteros! As the influence of Silk, the crystalized form of Aether itself, spread and corrupted all it touched, the wizened sage Orakl petitioned the Council of United Planets for help and four of their top agents. Codenamed "Rising 5", these heroes are Asteros' only hope. Find the lost runes, harness the power of the Silk, and seal the gate once more in Rising 5, a cooperative deduction game driven by a digital app.
GFG 96713.....\$44.99

HIT POINT SALES

GREEN RONIN PUBLISHING



SHADOWTIDE: A BLUE ROSE NOVEL

When two envoys from the Sovereign's Finest disappear on a critical mission, an unlikely band of allies, led by Soot, a rhy-crow with dark and secret power, are brought together to combat a hidden threat. As portents bloom across the smuggler's den known as Serpent's Haven, these strange agents quickly find themselves tested by the machinations of a cult dedicated to darkest Shadow. Grieving, afraid, and unsure who to trust or where to turn, they must rely on one another and their erstwhile allies in hopes of rescuing the envoys and foiling a terrible plot. Success will bring no great reward, but failure is unimaginable. Can they overcome their suspicion and fear to fulfill their mission, or will they, too, fall to Shadow? Scheduled to ship in May 2018. GRR 7001\$15.99



A DYSTOPIAN NEAR-FUTURE SETTING FO **MODERN AGE RPG:** THE WORLD OF LAZARUS -**CAMPAIGN SETTING**

In the near future, time has rendered death obsolete, and life infinitely cheap. In the wake of governments' failure and global upheaval, the Families stepped in and divvied up the world. Now peace and order reign in a world of technological marvels and neo-feudalism. But, the Families quietly wage an underground war with one another, wagering the lives of loyal Serfs while they relax in lives of indulgence, all while the Waste - those left behind by this new order - struggle daily for base survival. The first campaign setting for the Modern AGE RPG based on the critically acclaimed Lazarus series by Greg Rucka and Michael Lark, and published by Image Comics, The World of Lazarus brings this noir dystopia to tabletop roleplaying. Scheduled to ship in April 2018. GRR 6302\$34.95

The Basic Rulebook for the Modern AGE Roleplaying Game includes a new, classless implementation of the AGE system, 20 levels of advancement, an innovative stunt system, psychic and magic powers, rules for chases, player and GM advice, and an introductory adventure so you can hit the ground running. Scheduled to ship in April 2018.

MODERN AGE RPG: BASIC RULEBOOK

HPS SVH0101\$45.00 **ZOMBIE TSUNAMI** HPS LKY030\$34.99

BENEATH NEXUS

IDW GAMES



OUTPOST AMAZON

Can you conquer the Amazon, capture the cryptids, and earn your claim to fame? In Outpost: Amazon, a fully cooperative, card-based survival game designed by Jon Gilmour (Dead of Winter) and Daryl Andrews (Sagrada), players to risk trying to cage the deadly threats they face in order to reap the rewards of global recognition! IDW 01417.....\$19.99



THE X FILES: **CONSPIRACY THEORY**

Deny Everything! After another truly unbelievable case comes to an end, Agent Fox Mulder finds himself in a familiar seat: directly across from his superiors at the FBI. While Agent Scully urged him tell a story that the panel would accept, Mulder's need to believe is just too great. In *The* X-Files: Conspiracy Theory - Everything is Connected, players take turns as Agent Fox Mulder as he uses the provided clues to explain his plausible conspiracy theory to his FBI superiors. But reputation is everything at the FBI, and Mulder's superiors are more interested in voting with the room rather than their gut. Mulder weaves together the conspiracy, and the superiors must deduce the way the rest of the room will vote - because the only thing worse than being an outlier is being a nutcase like 'Spooky' Mulder! IDW 01497.....\$29.99

IRON WIND METALS

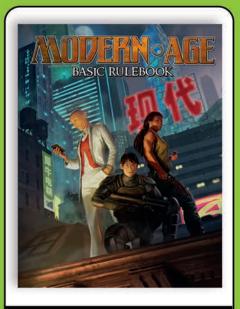
ANZU ZU-G60 MECH (TRO 3145 FREE WORLDS LEAGUE)

Scheduled to ship in May 2018. IWM 20-5162\$14.50

DASHER II 3 MECH (TRO 5145NTNU)

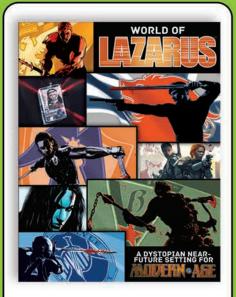
Scheduled to ship in May 2018. IWM 20-5164\$12.95

ANEWAGEOF ADVENTURE!



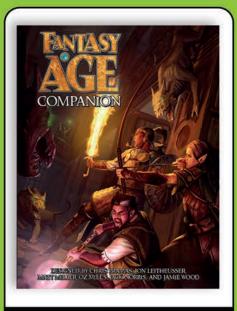
Modern AGE GRR6301 \$34.95

The *Modern AGE* RPG brings you exciting adventures in eras from the early Industrial Revolution to the cutting edge of the near future. *Modern AGE* handles everything from two-fisted pulp to urban fantasy to weird conspiracies, with options to tune the rules for realistic action, high adventure, or anything in between!



World of Lazarus GRR6302 \$34.95

Fight for your life in the crossfire of near-future feudal familial conflict! The World of Lazarus is the first campaign setting for the Modern AGE roleplaying game. Based on the critically acclaimed Lazarus series by Greg Rucka and Michael Lark and presented by Image Comics, the book brings this dark dystopia to tabletop roleplaying!



FANTASY AGE COMPANION GRR6005 \$32.95

The world of the Fantasy AGE

RPG grows with the game's first rules expansion, the *Fantasy AGE Companion*! This 128 page hardcover broadens character options with new races, talents, specializations, arcana, and spells, as well as rules for relationships, vehicles and chases, organizations, mass combat and much more!



COMING THIS SPRING FROM GREEN RONIN PUBLISHING!

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KENZER & COMPANY







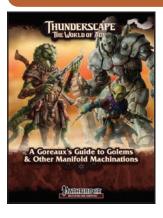




KNIGHTS OF THE DINNER TABLE

Scheduled to ship in January 2018.	
#252 KEN 252	\$5.99
#253 KEN 253	\$5.99
#254 KEN 254	\$5.99
#255 KEN 255	\$5.99

KYOUDAI GAMES



THUNDERSCAPE: A GOREAUX'S **GUIDE TO GOLEMS**

Unleash the power of Mechamagic and Super-Science! A catalogue of the most wondrous mechamagical and technological discoveries created by the inspired citizens of Mekanus and beyond, A Goreaux's Guide to Golems is an annual publication distributed throughout the Known Lands. In it you'll find all the support you need for the Mechamage and Steamwright classes, including two types of characters well known for their punishing offense against the Darkfall, as well as new feats, items, archetypes, and spells. Scheduled to ship in March 2018.

KYG 030005.....\$24.99

THE CONSORTIUM 2ND EDITION

Welcome to Argent University, the premiere magical institution in the World of Indines! As a faculty member of this prestigious university, you have it all-fame, power, luxury, and plenty of research assistants willing to work for you for free. What more could you ask for? Why, the Chancellorship, of course! The previous University Chancellor has announced his resignation, and the race is on to fill the empty seat. As a candidate in this race, you must use every tool at your disposal to secure the Board's votes. Espionage and Bribery are the classic tools, but you also have powerful magic spells, artifacts looted from the university's vaults, and your student aides to do your bidding. Only the candidate who manages to best leverage their resources and manipulate the Board of Trustees will become the new Chancellor of Argent University!

IMP L99ARG01\$60.00



2ND EDITION

LEVEL 99 GAMES

ARGENT

Scheduled to ship in March 2018.

Mancers of the University adds the department of Technomancy, plus six other

IMP L99ARG02.....\$40.00



SUMMER BREAK 2ND EDITION

The Summer Break Mini-Expansion introduces several new, summer-themed supporters and treasures to add to Argent, plus a new Scenario and a new Voter. IMP L99ARG03.....\$12.00

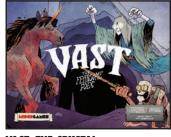
LOONEY LABS

LEDER GAMES



VAST: BONUS CARDS EXPANSION

Expand your games of Vast: The Crystal Caverns in new and exciting directions with additional side quests. This Bonus Card Expansion comes with new Treasures, Events, Secrets, and a Monsters, plus allnew schemes for the Goblins, Scales for the Dragon, and upgrades for the Thief. LED 00005\$5.00



VAST: THE CRYSTAL CAVERNS FEARSOME FOES EXPANSION PACK

An expansion pack for Vast: The Crystal Caverns Game, Fearsome Foes provides three new, chilling roles for all play styles (Ghost, Ghoul, and Nightmare Unicorn), whether you want to deepen your solo experience or expand your game to play with up to seven game players. Each new role comes with it's own rulebook, detailed miniature, wooden meeple, set of cards, and two player boards.

LED 00004\$35.00



FESTIVAL OF MASKS

Festival of Masks provides a new way to play Argent, as well as a new resource to race for during play rounds. Masks provide continuous benefits for an entire round of play, much like some Bell Tower Cards, but the round doesn't end when they're all taken, and you can only have one. Use these masks as the engine for your key strategies, to reduce costs, improve efficiency, and harass opponents. IMP L99ARG04.....\$12.00



ANATOMY FLUXX

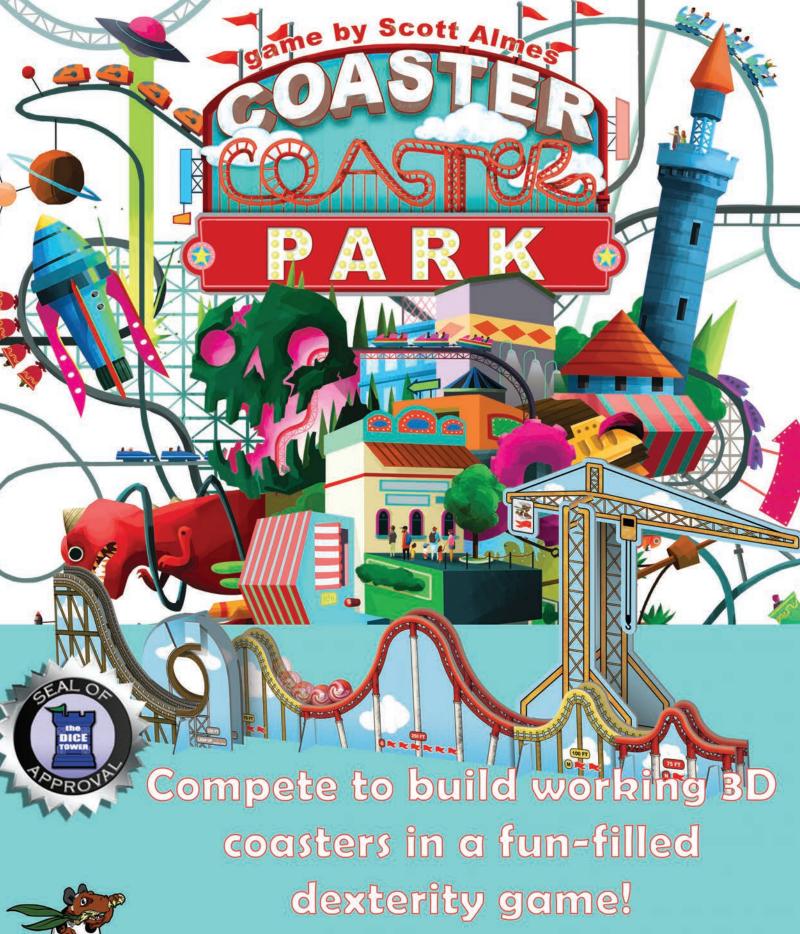
Packed with all the body bits that keep you ticking, from Bones to Blood Vessels, Anatomy Fluxx takes you deep inside the human body. But, be on the lookout for Virus, Mutation, and Bacteria Creepers! Plus, two Learning Rules will get your Brain in gear with anatomical trivia. Anatomy Fluxx - for external use only!

LOO 084\$16.00



VAST: THE CRYSTAL CAVERNS MINIATURES EXPANSION

Take your Vast: The Crystal Caverns Game to a whole new dimension with highly detailed, unpainted miniatures for all the game roles, plus Treasure Chests, Crystals, Vaults, and the entrance to the cave, itself! LED 00003\$35.00

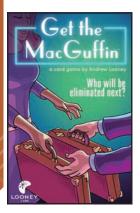












GET THE MACGUFFIN

Get the MacGuffin is a quick game where players must make clever use of a limited hand of cards ranging from ridiculously powerful to just plain ridiculous. A calculated risk might gain you the coveted MacGuffin, but can you hold onto it until the last card is played? Is the MacGuffin even out there

LOO 083\$10.00

MANTIC ENTERTAINMENT

DREADBALL: 2ND EDITION

Scheduled to ship in May 2018.



THE UNINCORPORATED -**REBS TEAM**

MGE MGDB2M303\$39.99



FRAN-TAAR PHILOSOPHERS -**TSUDOCHAN TEAM**

MGE MGDB2M306\$39.99



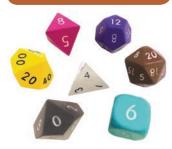
NEMION OCEANICS - SPHYR TEAM MGE MGDB2M304\$39.99



ROTATEK ROCKSLIDES -BROKKR TEAM

MGE MGDB2M305\$39.99

MINION GAMES



SQUISHY DICE SETS - SET OF 7

Scheduled to ship in February 2018.
CHOCOLATE IMP MNISD7CH \$19.99
DARK GRAY IMP MNISD7DG \$19.99
DARK PURPLE IMP MNISD7DP \$19.99
PINK IMP MNISD7PK \$19.99
TURQUOISE IMP MNISD7TQ \$19.99
WHITE IMP MNISD7W \$19.99
YELLOW IMP MNISD7Y \$19.99

MONKEYFUN STUDIOS



SPIRIT OF 77: GREATEST HITS -

In Greatest Hits, Vol. 1, six of your favorite Spirit of 77 adventures is brought together into one softcover compilation. Scheduled to ship in March 2018. MFS WW103\$20.00

NINJA DIVISION GAMES



RAIL RAIDERS INFINITE: THE GOOD, THE BAD, AND THE BOT

The Good, the Bad, and the Bot introduces two new Raiders, John Grizzly and Pancho Perfecto, to plunder The Interstellar Express of its precious loot! Their banditry will not go unopposed. The C.O.W. Cavalry has arrived with brand-new Lawbots eager to enforce justice - Cavalry Captains and Cavalry Soldiers. The Good, The Bad, and The Bot also includes the shiny Legendary Lawbot, Lt. Deadeye, plus new cards for your High Noon, Loot, and Long Arm of the Law decks, four new train cars, and an additional five dice, allowing you to increas the number of players for your games of Rail Raiders Infinite! Scheduled to ship in May 2018.

NJD 020202\$29.95

OINK GAMES

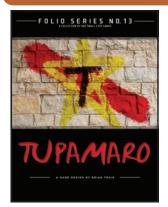


TROIKA

A planet full of gems - and anxiety! In the not so distant future, scientists discover very special stones on another planet that, when combined, can turn them into an extremely valuable gem or fuel. After hearing about the stones, you decide to travel to this new planet to take advantage of this profitable venture. You arrive safely, but now your spacecraft is out of fuel! What a dilemma! You want to make valuable gems, but you also need fuel to get back to Earth. Can you collect more gems than your rivals and still escape from the planet in Troika? Scheduled to ship in May 2018.

ONK 0001TRK\$20.00

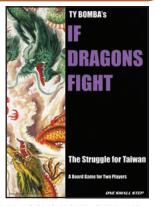
ONE SMALL STEP GAMES



FOLIO SERIES NO. 13: TUPAMARO

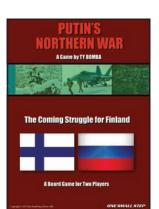
Another COIN entry by designer Brian Train, Tupamaro covers the internal war between the Tupamarus and the forces of the Uruguayan State security from 1968 to 1972 fought in Montevideo. Scheduled to ship in March 2018.

OSS 1701\$24.95



IF DRAGONS FIGHT: CHINA VS. TAIWAN IN THE NEAR FUTURE

If Dragons Fight: China vs. Taiwan in the Near Future is a "what if" simulation of the fighting that could occur across that island, within the timeframe of the next five or so years, if the mainlanders decide political or geostrategic conditions have evolved to where they must resolve the issue finally and by force. Scheduled to ship in March 2018. OSS 21702.....\$54.95



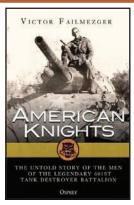
PUTIN STRIKES: PUTIN'S NORTHERN WAR

In Putin's Northern War: The Struggle for Finland, one player commands the Kremlin's forces while the other oversees the Finnish-Swedish alliance opposed to him. This isn't a simulation of the "opaque (a.k.a. gray) war" techniques most recently used by the Russians in the Crimea and eastern Ukraine, but, rather, it's designed to facilitate the examination of the strategic possibilities (along with their operational undertones) inherent in this potentially larger and more drastic situation. Scheduled to ship in March 2018.

OSS 21704.....\$49.95

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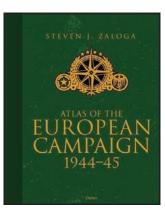
OSPREY PUBLISHING



AMERICAN KNIGHTS: THE UNTOLD STORY OF THE MEN OF THE LEGENDARY 601ST TANK DESTROYER BATTALION

An unmissable, white-knuckle ride from the Kasserine pass to Anzio, Operation Dragoon to the final attacks on the Third Reich, American Knights is the gripping story of the men and machines that took on Nazi Germany's best. Packed with rare material, letters, diaries, and unpupublished photographs, this is an intense and intimate chronicle of the men who fought the Panzers in an astonishing 10 campaigns and 546 days of lethal combat. Re-live the excitement and terror of battling the best the Wehrmacht and SS had to offer, in every major campaign in the West.

OSP GM306\$16.00



ATLAS OF THE EUROPEAN CAMPAIGN: 1944-45

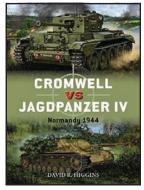
In June 1944, the Allies opened the long-awaited second front against Nazi Germany on the beaches of Normandy, which was to be the start of a long struggle throughout Western Europe for the Allied forces in the face of stiff German resistance. From the beaches of D-Day through the final battles in war-ravaged Germany, the war across the breadth and depth of Western Europe is brought to life through scores of carefully researched and intricately detailed maps.

OSP GM275\$60.00

FROSTGRAVE: THE GRIMOIRE

This set of cards features all the spells from the Frostgrave sourcebooks published to date (the core rulebook, Thaw of the Lich Lord, Into the Breeding Pits, Forgotten Pacts, The Frostgrave Folio, and Maze of Malcor), providing the ultimate in-game reference guide for aspiring Wizards.

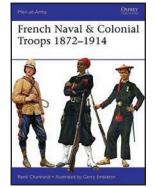
OSP FGVA011\$20.00



CROMWELL VS JAGDPANZER IV: NORMANDY 1944

By 1944, the evolution of armored doctrine had produced very different outcomes in Britain and Germany. Offering a good balance of speed, protection, and firepower, the British Cromwell tank was much faster than its German opponent. However, the Jagdpanzer IV tank destroyer had a high-velocity main gun and a lower profile that made it formidable on the defensive, especially in ambush situations. Using archive photographs, specially commissioned artwork, and battle reports, this fascinating study expertly assesses the realities of tactical armored combat during the desperate battles after D-Day.

OSP DÜE086.....\$20.00

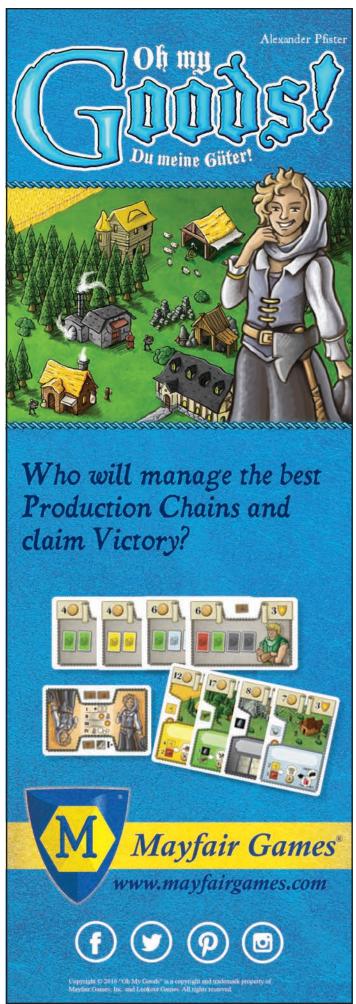


FRENCH NAVAL & COLONIAL TROOPS 1872-1914

France's colonial wars in sub-Saharan Africa and South-East Asia were very largely fought by an organization completely separate from both the home-defense Metropolitan Army and the Arme d'Afrique in Algeria. The Naval Troops (Troupes de la Marine) were volunteers, and earned a reputation for greater toughness and hardiness than the conscripted Metropolitan Army. French Naval & Colonial Troops 1872-1914 uses rich and detailed, full color plates, as well as thorough analysis to detail the story of these tough colonial units which bore the brunt of French colonial campaigns in Africa and Vietnam.

OSP MAA517\$18.00









FROSTGRAVE: THE MAZE OF MALCOR

Part magical university, part museum, part tourist attraction, the great Collegium of Artistry had flourished in Felstad's final days. Under the leadership of the seemingly immortal Malcor the Mad, the vast complex expanded, with new wings being built wherever they would fit, including up and down the rock face, and even buried within the mountain itself. Visitors called it one of the architectural wonders of the world; the students, who often got lost in its endless tunnels, simply called it 'The Maze.' This bumper-sized supplement for *Frostgrave* contains a host of new adventures, treasures, and creatures to challenge players. It also includes its own unique campaign and experience system, as well as information about several of the mythical lost schools of magic. OSP FGV006.....\$25.00



HIGH SOCIETY

It's one thing to be the richest family on the block... it's quite another to flaunt it successfully! In *High Society*, Reiner Knizia's classic auction game, players must out-bid one another in an effort to acquire the social status they deserve, whilst avoiding scandals which will ruin their reputation. The player who achieves the highest status (without going broke) will be crowned the most blue-blooded family among your fellow barons!

OSP GAM017.......\$20.00

ITALIAN CRUISERS OF WORLD WAR II

The Italian Royal Navy (Regia Marina) operated one of largest cruiser forces of World War II. As a signatory to the 1922 Washington Naval Treaty, the Regia Marina immediately attempted to reinforce its treaty-limited battleship force by building seven large, 10,000-ton heavy cruisers. Fully illustrated with specially commissioned artwork, this fascinating volume examines the history of the Regia Marina's cruisers during World War II where they came up against the might of the British Royal Navy.



HMS BELFAST POCKET MANUAL

A familiar sight on the Thames at London Bridge, HMS Belfast is a Royal Navy light cruiser, one of a group of ten Town-class cruisers, built in Belfast and launched in March 1938. Commissioned in early August 1939 shortly before the outbreak of the Second World War, Belfast was initially part of the British naval blockade against Germany. She has been part of the Imperial War Museum since 1978, receiving more than 250,000 visitors annually. This little book comprises a series of documents that give information on the building of the ship, her wartime service history, and life on board.

OSP PKT010.....\$15.00



HURRICANE

The Hurricane, a remarkable aircraft designed and built to combat the emerging fighter strength of the Axis nations in the lead-up to World War II, made its name in the air battles over Britain and France in the first years of the war. Beloved by its pilots for its stable firing platform and reputation as a rugged survivor, the Hawker Hurricane quickly became the backbone of the RAF, scoring more kills than the more glamorous Spiffire in the Battle of Britain. This compact volume draws on a wealth of research, artwork, and contemporary photographs, as well as images of surviving Hurricanes in flight today, to present a complete guide to this classic fighter aircraft.

OSP GM153\$12.00



Polish Legions 1914–19

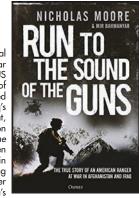
POLISH LEGIONS 1914-19

Due to its partitions and dissolution in the late eighteenth century, hundreds of thousands of Polish soldiers enlisted in distinct units in the armies of many countries - primarily those of the Russian and Austro-Hungarian empires, but also that of the German Reich and the French Republic. With full-color illustrations of their unique and colorful uniforms, as well as contemporary photographs, this is the fascinating story of the Poles who fought on both sides of the trenches in World War I and then united to fight for their freedom in the Russian Civil War.

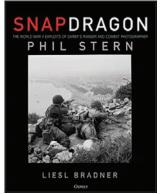
OSP MAA518\$18.00

RUN TO THE SOUND OF THE GUNS: THE TRUE STORY OF AN AMERICAN RANGER AT WAR IN AFGHANISTAN AND IRAQ

Nicholas Moore served as part of an elite special operations unit at the fighting edge of the global war on terrorism. He served over a decade with the US Army's 75th Ranger Regiment on the battlefields of Afghanistan and Iraq. In Iraq, Nicholas participated in the rescue of Private Jessica Lynch, hunted Iraq's Most Wanted, and experienced brutal street combat, and was also part of the search and rescue operation for Navy SEAL Marcus Luttrell (author of Lone Survivor) while serving in Afghanistan. From frozen mountaintops to dusty city streets and everything in between, Run to the Sound of the Guns is a compelling and deeply personal account of a husband and father who nearly lost his life leading the way in America's secretive global wars.

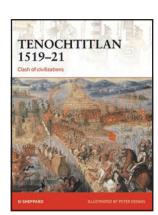


OSP GM273\$32.00



SNAPDRAGON: THE WORLD WAR II EXPLOITS OF DARBY'S RANGER AND COMBAT PHOTOGRAPHER PHIL STERN

Prior to Phil Stern's death on December 13, 2014, his original, unfinished, tattered manuscript was discovered, stashed away in an old folio box in his cluttered Hollywood bungalow. Although best remembered for his iconic images of James Dean, Marilyn Monroe, and JFK's inauguration, his remarkable service during World War II as a combat photographer has remained unknown... until now. Stern's catchy, 1940s lingo, honest and intimate observations, and humor transport the reader 70 years back in time to experience the key battles of the Mediterranean Theater. With his lens and pen, Stern introduces readers to the hardscrabble Rangers, the desert oases of Morocco and Algeria, and the muddied beaches of Mussolini's Italy. Snapdragon is an artifact of that time, told not by a man reminiscing in his twilight years, but by a young soldier fresh from the battlefields. OSP GM292\$30.00

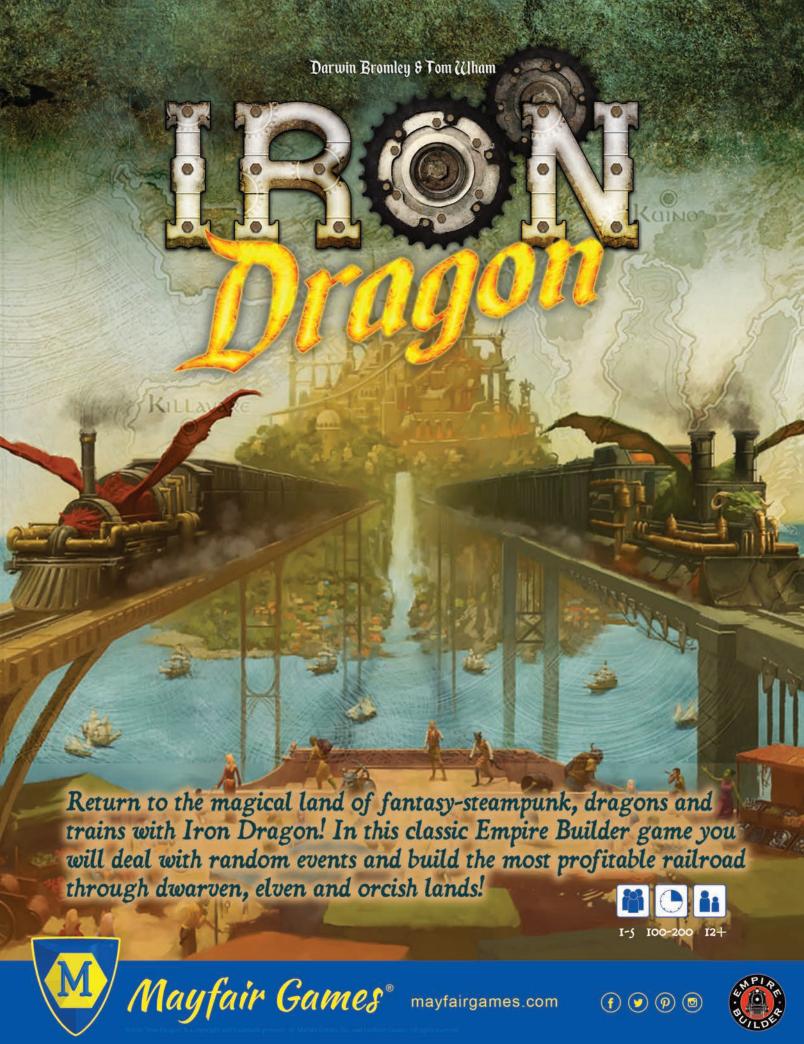


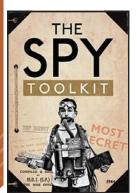
TENOCHTITLAN 1519-21: CLASH OF CIVILIZATIONS

In 1519, the Conquistador Hernn Corts landed on the mainland of the Americas. His quest to serve God, win gold, and achieve glory drove him into the heartland of what is now Mexico, where no European had ever set foot before. He marched towards to the majestic city of Tenochtitlan, floating like a jewel in the midst of Lake Texcoco. This encounter brought together cultures that had hitherto evolved in complete isolation from each other -Catholic Spain and the Aztec Empire. What ensued was the swift escalation from a clash of civilizations to a war of the worlds. With colorful personalities - Corts, Malinche, Pedro Alvarez, Cuitlhuac, Cuauhtmoc - driving the narrative, and the vivid differences in uniforms, weapons, and fighting styles between the rival armies, this is the fascinating story of the collapse of the Aztec Empire.

OSP CAM321\$24.00

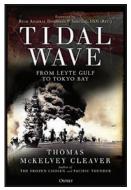
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SPY TOOLKIT

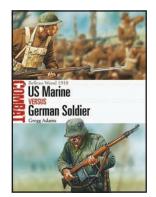
Spies claim that theirs is the second oldest profession. Secret agents across time have had the same key tasks: looking and listening, getting the information they need, and smuggling it back home. Over the course of human history, some amazingly complex and imaginative tools have been created to help those working under the cloak of supreme secrecy. From the ingenious to the amusing, this highly visual book delves into espionage files that were long held top secret, revealing spycraft in action.



TIDAL WAVE: FROM LEYTE GULF TO TOKYO BAY

The United States Navy won such overwhelming victories in 1944 that, had the navy faced a different enemy, the war would have been over at the conclusion of the battle of Leyte Gulf. However, in the moment of victory on October 25, 1944, the US Navy found itself confronting an enemy that had been inconceivable until it appeared. The *kamikaze*, 'divine wind' in appeared. The kamikaze, awine wind in Japanese, was something Americans were totally unprepared for; a violation of every belief held in the West. Based on first-person accounts, Tidal Wave is the story of the naval campaigns in the Pacific - from the victory at Leyte Gulf to the end of the war - in which the US Navy would fight harder for survival than ever before.

OSP GM307\$32.00



US MARINE VS GERMAN SOLDIER: BELLEAU WOOD 1918

After the US declaration of war on Germany, hundreds of thousands of American troops flooded into France and were thrust into the front line. Among them was the US Marine Corps' 4th Marine Brigade, whose first major action was the battle of Belleau Wood in June 1918, fighting elements of Germany's 10th, 28th, and 237th Infantry divisions. Employing first-hand accounts specially commissioned artwork, this book investigates three different actions that shaped the course of the bitter battle for Belleau Wood, revealing the interplay of doctrine, tactics, technology, leadership, and human endeavor on the brutal battlefields of World War I.

OSP CBT032\$20.00



US NAVY F-4 PHANTOM II UNITS OF THE VIETNAM WAR 1969-73

Although the F-4 Phantom II was the most important fighter-bomber to see action with all three American services during the Vietnam War, it was essentially a US Navy design, and the carrier-borne squadron crews were its main operators in combat. The aircraft pioneered the use of long-range, radar-guided missiles in combat, although the majority of its Vietnam missions involved ground-attack with a variety of innovative ordnance. Including detailed, color profiles and firstperson commentary from active participants in the F-4's naval combat history, this is a detailed study of the US armed services' most famous post-war fighter. OSP COM125\$23.00



PAIZO PUBLISHING



PATHFINDER ADVENTURE **CARD GAME: ULTIMATE** INTRIGUE ADD-ON DECK

Brimming with poisons, weapons, and underworld contacts, the *Ultimate Intrigue Add-On Deck* can be used with any *Pathfinder Adventure Card Game* character or Adventure Path. Or you can play with the character included in this 109-card box: Aric the Red Raven, the iconic vigilante. Scheduled to ship in May 2018.

PZO 6830 \$19.99



PATHFINDER RPG: ADVENTURE PATH - WAR FOR THE CROWN PART 4 - CITY IN THE LION'S EYE

Princess Eutropia's rival for the throne of Taldor plans to plunge the nation into war to rally the people behind him, threatening to kill untold thousands in a battle not for ideals or security, but pure vanity. From the fortress-city of Zimar, General Pythareus commands the overwhelming army of Taldor, and one of the most ruthless spymasters the world has ever known. Even with the resources of the legendary Lion Blades beside them, can the adventurers hope to outmaneuver a faceless conspiracy and end the War for the Crown once and for all, or will Taldor descend once more into a thousand-year orgy of violence? Continuing the War for the Crown Adventure Path, City in the Lion's Eye is a Pathfinder Roleplaying Game adventure for 10th-level characters. Scheduled to ship in May 2018.

PZO 90130\$24.99



PATHFINDER RPG: FLIP-MAT - CARNIVAL

Whether you're just having a little fun during a local celebration or uncovering a murderous group of circus performers, Pathfinder Flip-Mat: Carnival has you covered. Each side of this Flip-Mat details two different carnivals, one dedicated to a local jousting tournament, while the other features tents for circuses, fortune tellers, and stages for daring acrobats. With Pathfinder Flip-Mat: Carnival, you'll be ready next time your players decide to start clowning around! Scheduled to ship in May 2018.

PZO 30091\$14.99

STARFINDER RPG: FLIP-MAT -STARSHIP - THE SUNRISE MAIDEN

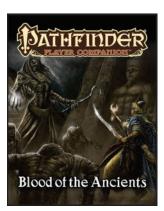
With Starfinder Flip-Mat: The Sunrise Maiden, you'll always be ready next time your players shoot for the stars! A special coating on each Flip-Mat allows you to use wet erase, dry erase, and permanent markers with ease! Scheduled to ship in May 2018.



PATHFINDER RPG: PAWNS - RUINS OF AZLANT PAWN COLLECTION

Key monsters and NPCs from the Ruins of Azlant Adventure Path come alive on your tabletop with the Ruins of Azlant Pawn Collection, featuring more than 100 creature pawns for use with the Pathfinder Roleplaying Game or any tabletop fantasy RPG. Printed on sturdy cardstock, each pawn presents a beautiful, full-color image of a monster or NPCs from the Ruins of Azlant campaign, including bizarre beasts, exquisite clockworks, aquatic horrors, and dozens of unique creatures. Scheduled to ship in May 2018.

PZO 1030\$24.99



PATHFINDER RPG: PLAYER COMPANION -BLOOD OF THE ANCIENTS

From the mighty mechanical aptitude of the Jistka Imperium and the God-Kings of Ancient Osirion, to the earliest days of more recently fallen empires, Pathfinder Player Companion: Blood of the Ancients provides racial traits, class options, spells, and wondrous items for those who draw their power from the past. Scheduled to ship in May 2018.

PZO 9490\$14.99



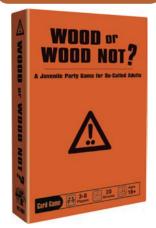


STARFINDER RPG: PAWNS - PACT WORLDS PAWN COLLECTION

The Starfinder Pawns: Pact Worlds Pawn Collection presents beautiful, full-color images printed on sturdy cardstock of characters, alien creatures, and starships, perfect for representing your next character or deadly extraterrestrial foes! Scheduled to ship in May 2018.

PZO 7404\$24.99

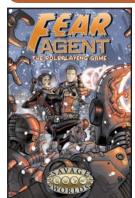
PARTY FOWL GAMES



WOOD OR WOOD NOT?

The adult party game of awkward situations and 'performing' under pressure. Scheduled to ship in May 2018. PRT 0001\$19.95

PINNACLE ENTERTAINMENT GROUP



SAVAGE WORLDS RPG: FEAR AGENT

Based on the amazing comic series by Rick Remender, Tony Moore, and Jerome Opea, Fear Agent: The Roleplaying Game is a pulp scifi setting for Savage Worlds with dark secrets and cataclysmic twists! After Earth is dougteted by a secret of the secret o Earth is devastated by an interstellar war between two alien races, the few surviving members of humanity are dragged kicking and screaming into a complex galaxy of terror and adventure they didn't even know existed. Now, Texan Heath Huston bands together with others of his ilk to form the Fear Agents, a ragtag collection of survivors intent on revenge! In their wake is a galaxy where humans are newcomers in a world of lasers, rocket packs, and warp drives. Scheduled to ship in April 2018.

PIN 11350 \$29.99



SAVAGE WORLDS RPG: SEVEN WORLDS CAMPAIGN BOOK

Collecting all seven modules in the Seven Worlds campaign, this book includes months of realistic science-fiction adventure for your heroes, taking them from Novice to Legendary and beyond. The Campaign Book also includes dozens of side stories, adventure seeds, NPC's, and locations to supplement your adventure. Scheduled to ship in March 2018.

PIN INT002\$39.99

SAVAGE WORLDS RPG: SEVEN WORLDS SETTING GUIDE

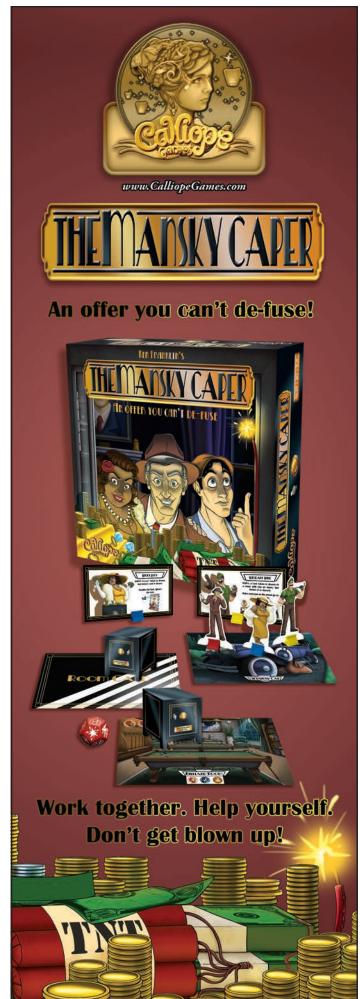
In the year 2217, humanity's greatest achievement is the colonization of the nearby star systems now known as the Seven Worlds, where humanity lives, thrives, and prepares for the next great wave of space exploration. But when the unexpected threatens humanity, only an unlikely band of heroes can unravel a deadly conspiracy and try to avert the Fall! Seven Worlds is an epic science-fiction roleplaying campaign and setting for the Savage Worlds rules system. Scheduled to ship in March 2018.

PIN INTO01\$39.99



SAVAGE WORLDS RPG: THE GOON

The Goon: The Roleplaying Game is based on Eric Powell's multiple Eisner Award-winning comic, The Goon! This game ain't about heroes, per se. More like antiheroes. Join the Goon's crime syndicate - or play as Goon, Franky, and the rest of their crew - and fight off the rival gangs what's encroachin' on your turf, while collecting on Goon's debts and whatnot. You might also succeed at fighting off the tide of bleak suffering that's set to consume yer soul. Then again, you might not! But while you're contemplatin' the psychology and so forth, make sure to watch out for Zombie Priest and his legions of groanin', brain-chompin' zombies; they're a constant hassle. Scheduled to ship in April 2018. PIN 11300\$29.99





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PLASTIC SOLDIER COMPANY

15MM EASY ASSEMBLY

Scheduled to ship in January 2018.



COLD WAR SOVIET INFANTRY

PSC MOD015001.....\$27.97



LEOPARD 1

PSC MODV15002\$27.97



M60A3

PSC MODV15003\$27.97



STUART HONEY

PSC WW2V15033\$21.53

THE GREAT WAR Scheduled to ship in June 2018.



FRENCH ARMY EXPANSION

PSC TGW025.....\$60.00



THE GREAT WAR **CENTENARY EDITION**

PSC TGW026.....\$90.00

POKÉMON USA



TRADING CARD GAME

POKÉMON TCG: LEGENDS OF JOHTO GX PREMIUM COLLECTION

This Premium Collection for the *Pokémon Trading Card Game* contains neverbefore-seen foil promo cards of Raikou-GX and Entei-GX, plus a collector's pin and coin featuring Suicune, an oversized foil card of all three Legendary Pokémon, six Pokémon TCG booster packs, and a code card for the Pokémon Trading Card Game Online.

PUI 80483.....



POKÉMON TCG: SUN & MOON TRAINER KIT DISPLAY (8) -**ALOLAN SANDSLASH & ALOLAN NINETALES**

Master the art of Pokémon battling with your favorite Pokémon - one card at a time! The Pokémon TCG: Sun & Moon Trainer Kit - Alolan Sandslash & Alolan Ninetales contains everything you need to learn, train, and win! This Trainer Kit includes two 30-card decks (Alolan Sandslash & Alolan Ninetales), each with a specially selected foil card, two step-by-step game booklets to teach you how to play, a twoplayer playmat with great game tips and rules on the reverse side, Damage counters and Special Condition markers, and a collectible coin, complete with an illustrated deck box to store your cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 80382

PRIVATEER PRESS

WARMACHINE

Scheduled to ship in April 2018.

CRYX BLACK OGRUN SMOG BELCHERS UNIT (5) (RESIN AND WHITE METAL)

PIP 34150\$44.99





CRYX AXIARA WRAITHBLADE **CHARACTER SOLO (WHITE METAL)**

PIP 34141\$12.99



CRYX BLIGHTED TROLLKIN **MARAUDERS UNIT (10)** (RESIN AND WHITE METAL)

PIP 34151\$89.99



CRYX MISERY CAGE SOLO (2) (RESIN) PIP 34147\$19.99



CRYX SCHARDE DIRGE SEERS UNIT (3) (WHITE METAL) PIP 34146\$24.99



CRYX SEVERA BLACKTIDE CHARACTER SOLO (WHITE METAL) PIP 34148\$12.99



CRYX SHARDE PIRATES UNIT (11) (RESIN AND WHITE METAL)

PIP 34149\$59.99

REAPER MINIATURES

DARK HEAVEN

ARMORED GOBLIN RPR 03852					
ARMORED GOBLIN RPR 03849					
ARMORED GOBLIN RPR 03850	SPEARMEN (2) \$9.99				

ARMORED GOBLIN SWORDSMEN (2)

RPR 03851\$9.99

CITY GUARD (2)

RPR 03848 \$14.99

FEMALE MUMMY QUEEN RPR 03854\$7.99

FEMALE VAMPIRE

RPR 03853 \$7.99



KELAINEN DARKMANTLE, WIZARD RPR 03847 \$9.29

RENEGADE **GAMES STUDIOS**



CLANK! THE MUMMY'S **CURSE EXPANSION**

Untold riches await you inside the pyramids of the Ancients - but they're well protected. An undying Mummy guardian spreads a vile curse to those who would rob its tomb. And, inevitably, the treasure has attracted a dragon! Can you escape the fearsome Croxobek? Scheduled to ship in May 2018. RGS 00808\$25.00



KIDS ON BIKES ROLE PLAYING **GAME CORE RULE BOOK**

A Collaborative Storytelling RPG set in small towns with big adventure, players in Kids on Bikes take on the roles of everyday people grappling with strange, terrifying, and very, very powerful forces that they cannot defeat, control, or even fully understand. Scheduled to ship in April 2018.

RGS HB7001\$25.00



PROWLER'S PASSAGE

In the heart of the sleeping city lies incredible wealth. While the gates to the city are well guarded, no one is watching what's under their feet. The dead of night provides just enough cover for you to tunnel towards untold riches to plunder the city from within. Act quickly, as a rival thief has the same plan. In *Prowler's* Passage, you and a competing thief will burrow into the city through a network of underground passages to grab valuable items while attempting to gain control of key districts. Steal the best items, create the longest tunnels, and control districts to become the premier prowler! Scheduled to ship in May 2018.

RGS 00809\$35.00

WONDERLAND

The Red Queen looms large over Wonderland, with many monsters and other frightful things at her command. Alice and her friends must do their best to ward off the Red Queen's influence and restore peace in Wonderland!

RGS 00597\$12.00

OFFERED AGAIN

O/A CLANK! A **DECK-BUILDING ADVENTURE**

Burgle your way to adventure in *Clank!*, the new deck-building board game. Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow. Be quick and be quiet. One falsestep and - CLANK! Each careless sound draws the attention of the dragon, and each artifact stolen increases its rage. You can only enjoy your plunder if you make it out of the depths alive!

RGS 00552\$60.00



O/A EX LIBRIS

In Ex Libris, you are a collector of rare and valuable books in a thriving fantasy town. The Mayor has just announced a new seat in the Village Council, Grand Librarian. The prestigious and lucrative position will be awarded to the citizen with the most extraordinary library! Unfortunately, several of your book collector colleagues (more like acquaintances, really) are also candidates. To outshine your competition, you'll need to expand your personal library by sending your trusty assistants out into the village to find the most impressive tomes. Sources for the finest books are scarce, so you'll need to beat your opponents to them when they pop up - especially if they match your library's

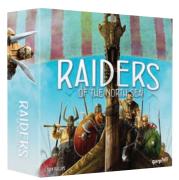
secret focus! You'll need shrewd planning, cunning tactics, and perhaps a little magic to surpass your opponents and become Grand Librarian! RGS 00577\$60.00





O/A THE FOX IN THE FOREST

The Fox in the Forest is a trick-taking game where players utilize the special abilities of the Fairy Tale characters to change the trump suit and even take the lead after you lose a trick. Score points by winning more tricks than your opponent, but don't get greedy! Win too many tricks, and you'll fall like the villain in so many fairy tales! RGS 00574\$15.00



O/A RAIDERS OF THE NORTH SEA

Set in the central years of the Viking Age, players in Raiders of the North Sea Age, players in Raiders of the North Sea are Viking warriors seeking to impress the Chieftain by raiding unsuspecting settlements. They'll need to assemble a crew, collect provisions, and journey north to plunder gold, iron, and livestock. There's glory to be found in battle, even at the hands of the Valkyrie, so gather your warriors - it's raiding season! warriors - it`s raiding season!

RGS 00585\$50.00

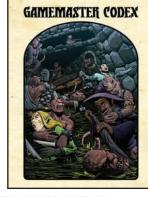
ROGUE COMET GAMES



5TH EDITION FANTASY: GAMEMASTER CARDS

This deck of 54 cards for use with 5th Edition rantasy features Condition, Initiative, and Role cards, plus rules summaries for Death & Dying, Healing, and Grappling. Scheduled to ship in April 2018.

RGC 0301.....\$17.95



5TH EDITION FANTASY: GAMEMASTER CODEX

Run 5th Edition Fantasy games on the fly with the Gamemaster Codex, jam-packed with charts to create quick NPC's with stat blocks, generate locations, determine loot such as treasure and magic items, and construct interesting combat encounters with no advanced preparation. Need an encounter or event to toss at players after they've ignored your pre-planned adventure ideas? No worries! The Gamemaster Codex has tools to create everything from hexcrawl adventures to ad hoc tavern brawls. Scheduled to ship in April 2018.

RGC 0107.....\$24.95



BACKGROUND CARDS SETTINGS

This deck of 54 background cards is designed to help create character backgrounds for high fantasy, gritty fantasy, urban fantasy, and eldritch horror settings, complete with adventure hooks, for any roleplaying campaign. Scheduled to ship in April 2018.

FANTASY & HORROR

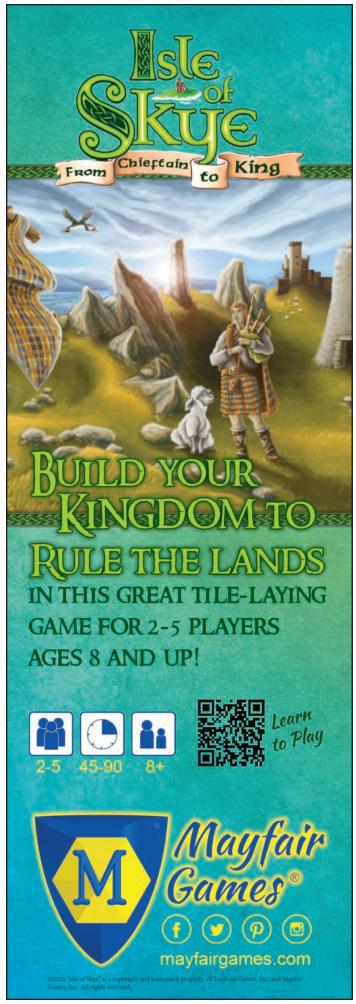
RGC 0306	\$17.95
MODERN & SCI-FI	
RGC 0305	\$17.95



LOCATION CARDS SETTINGS

Create adventure scenes on the fly with this deck of 54 fantasy location cards, complete with adventure hooks, for use with any roleplaying campaign. Scheduled to ship in April 2018.

FANIASY	
RGC 0302	\$17.95
MODERN	
RGC 0304	\$17.95
SCI-FI	
PGC 0303	\$17.05





TRAPS & RIDDLES CARDS: FANTASY SETTING

This deck of 54 cards features unique traps, riddles, or puzzles for use with any fantasy roleplaying campaign. Scheduled to ship in April 2018.
RGC 0307.....\$17.95

ROGUE GAMES

COLONIAL GOTHIC: ATLAS

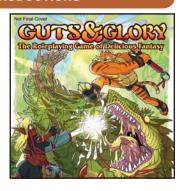
An indispensable resource of the lands, people, and history of the Americas, the Colonial Gothic Atlas features maps and information covering each of the Thirteen Colonies, The Province of Maine, New France, East and West Florida, and The Caribbean Islands, as well as details on the machinations of the secret societies and organizations working in the shadows. Scheduled to ship in April 2018.

RUG 6102.....

SANGUINE PRODUCTIONS

GUTS & GLORY RPG: DELICIOUS FANTASY

Sharpen your knives, gird your loins, and show us who's the ruler of Flavortown! Guts & Glory takes you on a gourmet adventure of epic edibles, legendary luncheons, and just desserts! Join a brigade of brave explorers as you sally forth into dark jungles, lost cities, and vast expanses on your quest for gastronomical delights! Scheduled to ship in April 2018. SGP G001.....\$39.95



VITAL HEARTS: TABLETOP RPG OF AUGMENTED REALITY

The the hottest new, next-gen MMO, Vital Hearts Online, is poised to take over the world. But is some other dark agenda in play? Who's behind the murders in Kansai Science City? Is there any substance to the fringe warnings of the coming singularity? Who programmed the strange side-quests in the beta release of the game, and to what end? Just what is the secret at the heart of this matter? In Vital Hearts: Tabletop RPG of Augmented Reality, players - trapped in an MMO - take on a dual

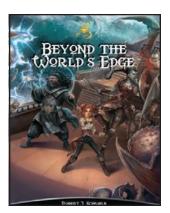
role: both as an avatar in a virtual fantasy, and a character in near-future Japan. Level up with online quests to delve deeper into the virtual world, then investigate the mysteries and murders that are all too real. Scheduled to ship in April 2018. SGP D001\$59.95

SCHWALB ENTERTAINMENT

QUEEN OF GOLD RPG: TALES OF THE PIRATE ISLES

A Storm Gathers on the Horizon! A new evil stirs in the east, one that promises to plunge the world into shadow! Queen of Gold: Tales of the Pirate Isles presents a complete campaign that takes a group of starting characters to the culmination of their master paths. In the eleven adventures contained within, the characters will have to contend with being shipwrecked, fight horrors loosed from the seas, search for accursed relics, battle a dastardly pirate, and travel to the ends of the Urth to confront the heart of darkness itself! Queen of Gold requires Shadow of the Demon Lord and the Demon Lords Companion to play. Scheduled to ship in April 2018.





SHADOW OF THE DEMON LORD RPG: BEYOND THE WORLDS EDGE

Go Beyond the Edge of the World! What's beyond the Auroral Ocean? Where did the human conquerors come from? Is there anything north of the Desolation? What awaits those who set sail across the Nyxian? The answers to these questions and more are contained inside this expansion to the world of Shadow of the Demon Lord. Each chapter goes beyond the edge of the map, offering a plethora of strange places inhabited by stranger denizens that characters might befriend or overcome. Scheduled to ship in April 2018.

SDL 1721\$19.99

SHADOW OF THE DEMON LORD RPG: DEMON LORDS COMPANION 2

The Demon Lord's weapons are many, and its agents have spread across the world, sowing chaos and despair wherever they go. As the world trembles before the Dark One's imminent arrival, new peoples join the struggle, coming forth to lend aid to the beleaguered defenders. For use with Shadow of the Demon Lord, the Demon Lords Companion 2 introduces a slew of new options for exploring and fighting in a world in its final days. With it, you can play tree people, mortals who can turn into cats, wield the power of Metal magic, and join others in their war against the darkness. Do you have what it takes to fight the Shadow? Scheduled to ship in April 2018.

SDL 1732



SKYBOUND ENTERTAINMENT

TLIGHT ON



THE GRIMM FOREST

Welcome to The Grimm Forest, where family members of the legendary Three Little Pigs are having an epic house-building competition. But, this is no ordinary competition as the most famous Fairy Tale characters will be looking on (and occasionally lending a hand). These hoggish builders call on a wide gallery of legendary characters - from Goldilocks and Rumpelstiltskin to Ali Baba and even Robin Hood - while managing the alltoo-precious resources of brick, straw, and lumber. Who will benefit most from the cunning of Robin Hood, the beauty of Snow White, the bountiful gifts of the Golden Goose, or the dark witchcraft of the Evil Queen? And, beware the Big Bag Wolf, who will huff, and puff, and blow your house in! Scheduled to ship in March 2018. SKY 3443.....\$49.99



RED FLAGS: BLANK CARDS

Have you ever wanted to date your best friend's dad? Now you can with this pack of 20 blank cards for *Red Flags*. Just grab a marker and get weird! This mini-pack of Blank Red Flags includes 10 Perks and 10 Attributes to customize your games. Scheduled to ship in March 2018.

SKY 3638.....\$5.00



RED FLAGS: DARK RED FLAGS

The Dark Red Flags expansion adds 75 really, really nasty Red Flag cards to your games. Scheduled to ship in March 2018. SKY 965.....\$12.00





RED FLAGS: CORE GAME

RED FLAGS: CORE GAME
Red Flags is a party game about
convincing your friends to go on
terrible dates. Each round, players
try to create the best date they
can with 'Perks' like 'Loves Dogs'
and 'Famous Chef', and sabotage
their opponents with 'Red Flag'
cards like 'Constantly Trying to Kill
You' and 'Slept With One of Your
Parents'. Then, you graue why YOUR Parents'. Then, you argue why YOUR (probably horrible) date is the best! Scheduled to ship in March 2018. SKY 966......\$30.00



RED FLAGS: DATE DECK

The Date Deck introduces new context and stakes to your horrible night out. Now you'll have to choose which date you'd like to take on a romantic tropical cruise, or who you'd rather have as your lover during the zombie apocalypse. The Date Deck adds 75 date cards to your Red Flags games. Scheduled to ship in March 2018. SKY 3192......\$12.00



RED FLAGS: EXPANSION ONE

Have your terrible dates fallen into a stale routine? With this general Red Flags expansion, you can re-live that first magical moment, and fall in love with your terrible dates all over again. Red Flags: Expansion One adds 75 perks and Red Flags to your games. Scheduled to ship in March 2018.

SKY 3193.....\$12.00

RED FLAGS: FAIRY TALE RED FLAGS

Once upon a time, you met your one, true love - but then they locked you in a dungeon and ate your grandmother! This expansion for *Red Flags* adds a drop of magical romance and danger to your terrible dates. Scheduled to ship in March 2018. SKY 3390.....\$12.00



RED FLAGS: FESTIVE RED FLAGS

Tis the season for holiday-themed versions of regular things. Add this festive expansion to *Red Flags* for a set of Perks and Red Flags to really get you feeling the reason for the season. Scheduled to ship in March 2018.

SKY 3389.....\$12.00



RED FLAGS: NERDY RED FLAGS

Nerdy Red Flags adds 75 nerdy perks and Red Flags like 'Owns Real Pokémon', 'Is Your Favorite Doctor', and 'Looks Exactly Like Jabba the Hutt' to your games. Scheduled to ship in March 2018. SKY 1078......\$12.00



RED FLAGS: SEXY RED FLAGS

Sexy Red Flags adds 75 sexually explicit, but definitely desirable perks to your games. Scheduled to ship in March 2018. ŠKY 1077.....\$12.00









SUPERFIGHT: BLANK CARDS

This pack of 20 blank Superfight cards is the ultimate in customizable card game technology. So grab a marker and write your best friend's mom, Ernest Hemingway, and all the other weird inside jokes that we would never print in an official deck. Scheduled to ship in March 2018.

SKY 3026.....\$5.00



SUPERFIGHT: BLUE DECK 2

Blue Deck 2 adds 100 more location cards to Superfight. Use these cards to take your fights to all kinds of crazy new places, like a hot air balloon, the Batcave, or a shark-infested swimming pool. Scheduled to ship in March 2018.

SKY 3125.....\$15.00

SUPERFIGHT: CORE EXPANSION 2

The Core Deck: Expansion Two adds 100 brand-new cards to Superfight with the same general Superhero and Pop Culture themes as the core deck. Scheduled to ship in March 2018.

SKY 3370.....\$15.00



SUPERFIGHT: DUNGEON MODE

Welcome to a brand-new type of Superfight with Dungeon Mode! Work as a team to argue your way through the most deadly series of traps and pitfalls you and your friends can imagine, but remember... only one hero can make it out alive! Scheduled to ship in March 2018.



SUPERFIGHT: FORTRESS MODE

HOLD THE LINE! Fortress Mode allows one player to use the fortress deck to build an impenetrable fortress, and argue to defend it from the rest of the players. Scheduled to ship in March 2018.

SKY 3368.....\$15.00



SUPERFIGHT: THE '80S DECK

Gnarly cards, Brah! This Superfight deck's got a totally righteous set of '80s cards to remind you how rad things were back in the day. Scheduled to ship in March 2018. SKY 3369......\$15.00



SUPERFIGHT: THE '90S DECK

WHASSUP! A 100-card Superfight expansion full of dope 90's cards?! And it comes with locations and scenarios, too? Off the hook! Scheduled to ship in March 2018. SKY 3146.....\$15.00



SUPERFIGHT: THE ANIME DECK 2

From Mewtwo to Hello Kitty, the Anime Deck 2 adds 100 new anime-inspired characters and powers to Superfight: The Game of Absurd Arguments. Scheduled to ship in March 2018.

SKY 1021.....\$15.00



SUPERFIGHT: THE CHALLENGE DECK 2

How long would you survive against a horde of infinite four-year-olds? Which fighter could sell the most girl scout cookies? Challenge Deck 2 contains these and more in a set of 100 new challenge cards for Superfight to test the limits of your imagination and sanity! Scheduled to ship in March 2018.

SKY 3175.....\$15.00



SUPERFIGHT: THE HISTORY DECK

SUPERFIGHT: THE HERO MACHINE

It's a bird! It's a plane! It's LIGHTNING

SUSHI GRANDMA! Hero Machine is

a 100-card expansion that adds an alternate system for creating your own

ridiculous Superfight characters. Just yell

To The Hero Machine!' and draw up a completely random, completely ridiculous hero! Scheduled to ship in March 2018.

SKY 3204.....\$15.00

From Alexander Hamilton and Harriet Tubman, to Vlad the Impaler, the greatest heroes and villains from human history are ready to fight in this 100-card Superfight expansion. Scheduled to ship in March 2018.

SKY 3174.....\$15.00



SUPERFIGHT: THE DYSTOPIA DECK

ALL HAIL THE INSECT OVERLORDS! With this 100-card Superfight expansion, you, too, can celebrate the New World Order with cards inspired by the very best in dystopian and post-apocalyptic fiction. Scheduled to ship in March 2018.

SKY 3124.....\$15.00



SUPERFIGHT: THE HORROR DECK

Inside this Superfight deck lurk 100 new cards inspired by the bloodiest movies, novels, and games to ever keep you up at night designed to add a devilish twist to your absurd arguments. Scheduled to ship in March 2018.

SKY 3018.....\$15.00



SUPERFIGHT: THE MINDCRACK DECK

The Mindcrack deck for Superfight adds 24 characters and 76 attributes created by your favorite Mindcrack content creators. Now you can finally know who wins: Aureylian with a glorious beard, or Guude wearing a dinosaur costume. Scheduled to ship in March 2018.

SKY 1075.....\$15.00



SUPERFIGHT: THE NAUGHTY & NICE DECK

The Holidays are a time for family and cheer, but we know you're tired of that. So here's a holiday expansion to Superfight that mixes horribly offensive things with whimsical, all-ages cards. Be warned though, the naughty cards in here aren't for children. Scheduled to ship in March 2018.

SKY 3054.....\$15.00



SUPERFIGHT: THE ORANGE DECK 2

Orange Deck 2 boldly goes where no Orange deck has gone before. With 100 new cards from your favorite nerdy books, movies, comics, and TV shows, your Superfight deck will be shiny and chrome all the way to Valhalla. Scheduled to ship in March 2018.

SKY 1073.....\$15.00



SUPERFIGHT: THE PURPLE DECK 2

From 'Literally Raining Men' to 'Fighters Have Cartoonishly Large Heads', Purple Deck 2 adds 100 new scenario cards to Superfight. Scheduled to ship in March 2018.

SKY 3205......\$15.00



SUPERFIGHT: THE RED DECK 2

This Red Deck expansion adds 100 more horribly offensive cards to your *Superlight* deck. Do not mix this deck with the Green deck. That would be a very bad idea. Scheduled to ship in March 2018.

SKY 1072.....\$15.00



SUPERFIGHT: THE STREET FIGHTER DECK

The world's most legendary fighting franchise battles its way into Superfight! Bring classic Street Fighter characters like Ryu, Chun-li, and M. Bison off the screen and onto your tabletop for the most epic battles you've ever argued about! Scheduled to ship in March 2018.

SKY 1074.....\$15.00







SUPERFIGHT: THE SUPERBOX

The Superbox is the ultimate storage solution for the discerning Superfight collector. With space for over 1800 cards, you'll be able to fit all of the current decks, plus four expansions that don't exist yet! The Superbox also comes with twenty exclusive Super Cards to spice up your game, twenty double-sided score keeping chits for when you're feeling competitive, and six blank deck boxes to stop your cards from sliding around like peasants. Scheduled to ship in March 2018. SKY 1005......\$20.00



SUPERFIGHT: THE SWORD & SORCERY DECK

Ancient dragons, powerful wizards, and prepare for the most epic verbal battles you've ever encountered! Scheduled to ship in March 2018.

deadly quests await you in this highfantasy themed expansion for Superfight. So, grab your wand and sword, and SKY 3194......\$15.00

THIRD EYE GAMES

STRONGHOLD GAMES

KITCHEN RUSH

ship in May 2018.

If Your Can't Take the Heat, Het Out of the

Kitchen! You've just inherited a restaurant and

you must prep it into a successful business! Hire

personnel, order the right ingredients, and be ready to serve the customers that enter your restaurant. The success will depend entirely

on your efficiency in the kitchen! Kitchen Rush is an innovative, realtime, cooperative game that simulates the excitement of a high-

pressure kitchen environment. Scheduled to

SHG TBD\$69.95

THE NINJA CRUSADE: **EMPIRES REIGN**

The Emperor Will Lead Us! Born of loyalty and a sense of patriotism, the Izou Army isn't made up of mindless, faceless foot soldiers. Each one is a living, breathing being fighting for what they believe is right - which happens to be working toward the eradication of all ninja, working lower and the eradication of all ming, putting them face-to-face with magical enemies who wield deadly forces. A sourcebook for The Ninja Crusade 2nd Edition, Empire's Reign explores the secrets of the Izou Army. Learn about the Emperor's strategic military locations, and the special units he has under his control, like the Executioners, the Silver Blades, or the Iron Breakers, and discover the Izou Army's hierarchies, training methods, and military locations. Scheduled to ship in April 2018.

WHOOSH BOUNTY HUNTERS

Cute monsters have appeared all

over the Kingdom! Now, more and

more villagers, mesmerized by their astounding cuteness, have become their victims! In Whoosh: Bounty Hunters, a fun, fast-paced reaction

game, players try to capture these monsters and collect bounty. Scheduled

SHG 8033.....\$19.95

to ship in May 2018.

3EG 109.....\$19.99

STEAMFORGED GAMES

IGHT

DARK SOULS: THE CARD GAME

A misstep can be fatal, but the reward of success is great. Adapt your deck, evolve your strategy, and prepare to die in Dark Souls: The Card Game, a cooperative deck evolution card game. As a Herald, Assassin, Knight, or Sorcerer, players explore the depths of *Dark Souls*, facing a myriad of foes. Defeat them and you'll gain souls and treasure you can use to evolve your deck to better fight your enemies. When you're ready, challenge the powerful bosses that lie within - the Abyss Watcher, High Lord Wolnir, Pontiff Sulyvahn, and Vordt of the Boreal Valley



only by conquering them can you decide the ultimate fate of the world of Dark Souls!

TRIPLE ACE GAMES



UBIQUITY RPG: LEAGUES OF GOTHIC HORROR - EXPANSION

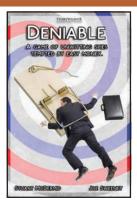
Whether you're a dedicated monster-hunter or drawn toward the occult by happenstance, prepare to delve deeper into the darkness and face the countless horrors that lie in wait! this sourcebook for the Leagues of Gothic Horror setting features more options for gypsies and their evil cousins, the Szgany, a plethora of supernatural sites to explore, more things that go bump in the night, and new unique villains and heroes. Scheduled to ship in March 2018.

TAG 20212\$17.99

UBIQUITY RPG: LEAGUES OF GOTHIC HORROR - GUIDE TO VAMPIRES

Count Dracula may be the most notorious and recognized vampire, but he's far from the only bloodsucker to set his appetite on mankind. Learn now of the dark brood that haunts the darkness of night with this detailed guide to vampires and other bloodsuckers for the Ubiquity roleplaying system. Contents include an overview of mankind's knowledge of vampires and the means by which they may be created - and destroyed - plus, a list of fearsome powers for customizing vampires, a bestiary of bloodsuckers from around the globe, and a number of unique vampires. Scheduled to ship in March 2018. TAG 20211\$13.99

STORYWEAVER GAMES



DENIABLE RPG

Deniable is the very British satirical story game of unwitting spies tempted by easy money that tips its hat to wonderfully wicked British TV espionage series such as Spy, The Wrong Mans, and Dad's Army, and movies like *Snatch* and *Attack The Block*. It's all about decidedly average well, less than average - people coerced into doing odd jobs for a shadowy espionage organization. It revels in the lives of little people caught up in big events, and of small drama made into epic fiascos! Scheduled to ship in March 2018. SWG DEN001......\$14.99

STRAWBERRY STUDIO



SCARE IT!

Dogs, cats, mice, elephants - all in one box, and all ready to be seriously scared! But can you run away with a win in Scare It! Scheduled to ship in May 2018. SWB 005\$10.00

ULTRA PRO INTERNATIONAL



POKÉMON: SUN & MOON ULTRA
Scheduled to ship in January 2018.
4-POCKET PORTFOLIO
UPI 85534-P P
9-POCKET PORTFOLIO
UPI 85535-P P



PRO-MATTE ECLIPSE 2.0 STANDARD DECK PROTECTOR SLEEVES (100)

Scheduled to ship in February 2018. **BLACK** UPI 85601......PI BLUE UPI 85602......PI DARK GREEN UPI 85605......PI **GREY** UPI 85611.. LIGHT BLUE UPI 85603.. LIGHT GREEN UPI 85606..... ORANGE UPI 85607. PINK UPI 85609. PURPLE UPI 85610..... UPI 85604..... WHITE UPI 85600......PI YELLOW UPI 85608......PI



BOLT ACTION

BRITISH AIRBORNE	CHARACTERS -	•
FROST, URQUHART, WLG 403011101)
BRITISH AIRBORNE WLG 403011108)

BRITISH	AIRBORNE	SIGNALS	JEEP
WIG 105	111101		P

GERMAN	FLAK :	37	88MM	
WLG 4020	12033		1	PI

GERMAN	HETZER	ZUG	(IT)	
WLG 4020	12021			PI



GERMAN PANZER 38(T)WLG 402012031PI





US AIRBORNE 57MM ANTI-TANK GUN (1944-45)

WLG 403013104.....



US AIRBORNE HQ (1944-45) WLG 403013105......PI



US AIRBORNE JEEP (1944-45) WLG 405113101......PI



US AIRBORNE WITH CAPTURED WEAPONS (1944-45)

WLG 403013108......PI

GATES OF ANTARES

ALGORYN DEFIANT APC	
WLG 502411012	. PI

FREEBORN SKY RAIDER
COMMAND (BOXED SET)
WLG 502214003......PI



ISORIAN MAHRAN VESH MV5 **COMBAT DRONE** WLG 502416004......PI

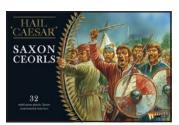
ISORIAN PULSE BIKE COMMAND SQUAD WLG 502416003......PI

ISORIAN TOGRAH MV2 TRANSPORTER DRONE WLG 502416005......PI

HAIL CAESAR

SAXON ARMY

WLG 109913002.....



SAXON CEORLS

WLG 102013001 PI



SAXON THEGNS

WLG 102013002......PI



SPARTAN GENERALS

WLG 103014801 PI



WIG 109912103 PI



VIKING BONDI

WLG 102013102......PI



VIKING HIRDMEN

WLG 102013101PI

KONFLIKT 47

BRITISH CHURCHILL METEOR

WLG 452010601 PI

JAPANESE SHITIBO (ZOMBIES) SQUAD

WLG 452211205.....PI

US M3A2 PONDSKATER SCOUT WALKER

WLG 452410405......PI

TEST OF HONOUR

SOHEI WARRIOR MONKS

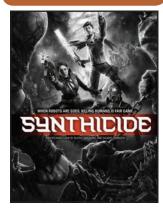
WLG 763010005......PI



SOHEI WARRIOR MONKS OF **MOUNT HIEI**

WLG 762210003......PI

WILL POWER GAMES



SYNTHICIDE RPG

When robots are gods, killing humans is fair game! Civilization collapsed long ago in the wake of mutant warfare. Survivors toil beneath the bootheel of their privileged Synthetic overlords. The Tharnaxist Church, a corrupt machine cult, suffocates Church, a corrupt machine cult, suttocates the Galaxy with their tyrannical dogma. Yet, you and your friends make a name for yourselves as sharpers, lowly space criminals contracting with gangs and mega-corporations alike. Powered by the ACTIONS Rule Codex (ARC), an attributebased rule-set designed for imaginative role-play and full-throttle combat, this guide to the Synthicide roleplaying game features everything you need to narrate compelling characters and thrilling adventures in a bleak, cynical universe where hunger guides your gunhand. Scheduled to ship in April 2018.

WPG 001.....\$45.00

WIZARDS OF THE COAST

MAGIC THE GATHERING CCG: CHALLENGER DECK DISPLAY (8)

The Gothering

A Challenger Appears! Forged from some of the most powerful strategies in Standard and introduced in four, unique themes, each Challenger Deck for Magic: The Gathering features a pre-constructed, sixty-card main deck and a fifteen-card sideboard, and comes with a Spindown life counter, a quick reference guide, and a storage box capable of holding 75 sleeved cards. Offered in 8-count displays.

WOC C54800000 \$239.92

MAGIC THE GATHERING CCG: DUEL DECKS ELVES VS. INVENTORS (6)

Gather a massive clan of elves bent on demolishing all mechanical threats, or assemble a squad of inventors dedicated to unleashing the potential of destructive gadgets in this final series of Duel Decks for Magic: the Gathering! This Duel Deck comes with two ready-to-play, well-balanced, sixty-card decks, a strategy insert, a quick reference guide, tokens, and two Spindown life counters. Offered in 6-count displays. WOC C37320000......\$119.94

WIZKIDS/NECA

BEYOND THE EDGE

Ancient enemies at war have brought ruin to the galaxy. A final act of desperation has caused the folding of Space and Time, destroying all but a small star field of systems. Within this star field on the free planet of Orion, you've been recruited to stem the tide of pirates who have blockaded their sector of space. However, it's what's beyond those brigands that'll change your Destiny, and the Universe, forever! Utilizing the innovative Dry Dock system, players in Beyond the Edge can jump their ship, captain, and missions over to engage in other players' games,



creating an ever-evolving gameplay experience. Plus, New York Times bestselling authors and RPG legends Richard Lee Byers and Ed Greenwood have scribed unique storylines within the game, including special captains and personas that can be encountered Beyond the Edge! Scheduled to ship in April 2018.



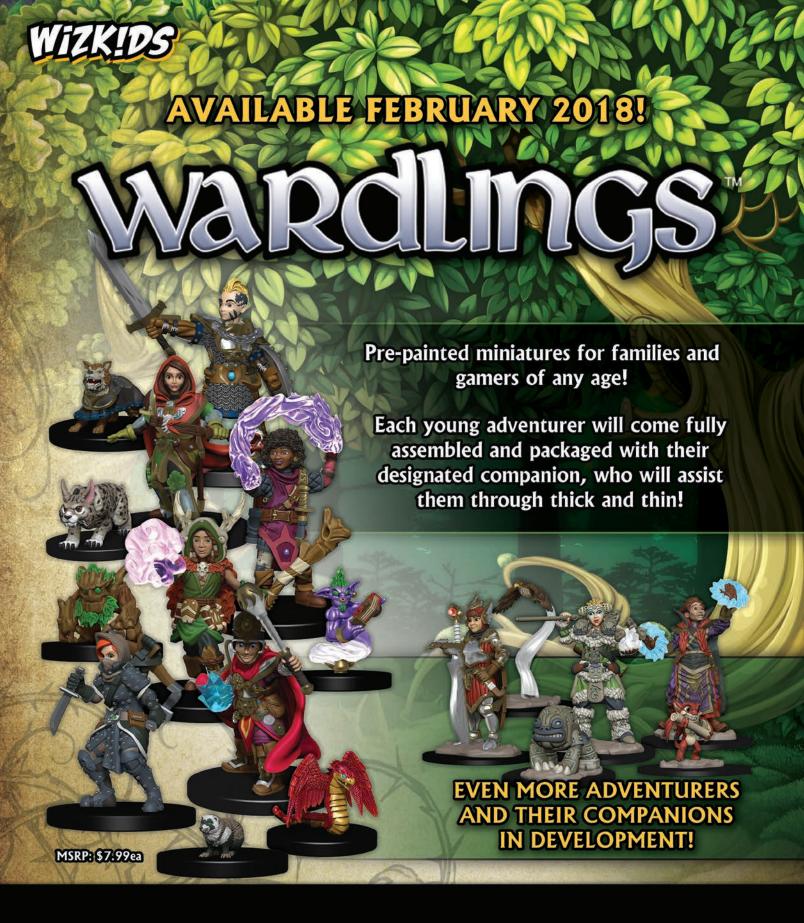
MARVEL DICE MASTERS: AVENGERS INFINITY CAMPAIGN BOX

The Marvel Dice Masters: Avengers Infinity Campaign Box features iconic characters from the Avengers and Guardians of the Galaxy Captain America, Gamora, and Rocket Raccoon! Each Campaign Box contains everything two



players need for action-packed, head-to-head combat with Earth's Mightiest Heroes including Sidekick dice, Basic Action Dice, rules, and dice bags. Scheduled to ship in May 2018.

WZK 73126\$39.99









MARVEL DICE MASTERS: JUSTICE LIKE LIGHTNING TEAM PACK

Help bring your team from zeroes to heroes with the Marvel Dice Masters: Justice Like Lightning Team Pack, featuring the most recognizable members of the Thunderbolts roster, including Citizen V, Songbird, and Techno perfect when your Dice Masters collection needs Justice, Like Lightning! Scheduled to ship in May 2018.

WZK 73127 \$9.99

SPETLIGHT ON

WARHAMMER 40,000 DICE MASTERS: SPACE WOLVES SONS OF RUSS TEAM PACK

Completely compatible with Dice Masters, the Warhammer 40,000 Dice Masters: Space Wolves -Sons of Russ Team Pack will leave you howling! This Team Pack showcases iconic Space Wolves like Logan Grimnar and recognizable army-building pieces like the venerable dreadnought, and can be paired with the Warhammer 40,000 Dice Masters: Battle for Ultramar Campaign Box to give players everything they need to build a highly focused team for thematic play! Build your own team of Space Wolves with the 24 cards and 16 dice packed in each Team Pack, which feature different versions of each character for HUNDREDS of team-building combinations! Scheduled to ship in July 2018. WZK 73133.....\$12.99

SPACEWOLVES NOT FINAL ART

WYRD MINIATURES

MALIFAUX

ARCANISTS NEIL HENRY

WYR 20352\$11.00

NEVERBORN BULTUNGIN

WYR 20442\$21.00

GUILD DOMADOR DE CADAVERES WYR 20140\$16.00

TEN THUNDERS CHARM WARDER WYR 20732\$24.00

Z-MAN GAMES

MARVEL DICE MASTERS: KREE INVASION TEAM PACK

The Marvel Dice Masters: Kree Invasion Team Pack features both the iconic Kree and the Guardians of the Galaxy, including Kree Soldiers, Drax, and the Supreme Intelligence! With 24 cards and 16 dice, the Kree Invasion Team Pack brings the Kree Empire incursion directly to your Dice Masters games! Scheduled to ship in May 2018. WZK 73128\$9.99



ILIGHT ON



WARHAMMER 40,000 DICE MASTERS: ORKS WAAAGH! TEAM PACK

Completely compatible with Dice Masters, the Warhammer 40,000 Dice Masters: Orks - WAAAGH! Team Pack will make games go FAST! This Team Pack showcases iconic Orks like Ghazghkull Thraka and can't-be-missed swarms like the Ork Boyz and Warbilders and as a beautiful to the Ork Boyz and Warbilders and as a beautiful to the Ork Boyz and Warbilders and as a beautiful to the Ork Boyz and Warbilders and as a beautiful to the Ork Boyz and Warbilders and as a beautiful to the Ork Boyz and Warbilders and as a beautiful to the Ork Boyz and Warbilders and as a beautiful to the Ork Boyz and Ork B Warbikers, and can be paired with the Warhammer 40,000 Dice Masters: Battle for Ultramar Campaign Box to give players everything they need to build a highly focused team for thematic play! Packed with 24 cards and 16 dice, each Team Pack features three different versions of each character for HUNDREDS of teambuilding combinations! Scheduled to ship in July 2018. WZK 73134.....\$12.99



FΑE

Enter an enchanted realm otherworldly beauty filled enigmatic creatures in Fae, as players assume the roles of wayward spirits, obscuring their identities from each other while attempting to lure druids astray, lost in these strange, mystical lands. Originally released as the Spiel des Jahres-nominated Clans, Fae features stunning new visuals and reimagines the game in a magical new setting of mystery and wonder! Scheduled to ship in April 2018. ZMG ZM006 \$39.99

WANT TO SEE YOUR WORDS IN PRINT?



Write and tell us what you like about GTM! Ask us questions about your favorite games!

Each month, we'll pick our favorite messages and answer them (as best we can) in the all-new Mailbag of Holding column.

Send your thoughts to GTM@GameTradeMagazine.com and maybe we'll see you in a future issue!

Please let us know if you would like your name withheld!





Open flames and high-proof moonshine are a combination for disaster in Backdraft! Can the Arcanists carry the day, or will their plans be undone by the potent brews of the Gremlins?

NELIDES

- 3 Malifaux Encounters
- · 1 Through the Breach Adventure
- 1 Popcorn Turner, 30mm
- 1 Cooper Jones, 30mm
- 2 Whiskey Gamin, 30mm
- · 1 Joshua Fitzsimmons, 30mm
- 1 Fire Golem, 50mm
- · 2 Saboteur, 30mm











Get Prepared because this is

BITTER

a new PAIRS variant for the trolls deck

Cheapass Games presents BITTER, the third in our 2018 series of PAIRS games. This game was designed for use with the TROLLS deck, but is compatible with any Pairs deck.

Summary: You are Internet Trolls, struggling to justify your place in this modern world. You will write scathing reviews of entertainment properties, spreading vitriol while also refining your unique identity. In other words, score points with cards and win if you have the most.

Players: 3 to 8

You Need: A Pairs deck and a way to keep score.

Setup: Shuffle the deck and deal a hand of six cards to each player. Players will then *draft* a hand of five cards, because all good games start with a draft.

The Draft: From your starting hand of six, choose one card to keep, and pass the rest to the player on your left. Keep your selected cards on the table in front of you. You will do this five more times, but rather than passing the last card, you discard it.

Each player should now have a five-card hand. With this hand you will now play five rounds.

Each Round: You will play cards trying to score points. The highest unique card wins each round.

First, deal one card from the deck face-up into the center of the table. This card represents a new entertainment property that some group of misguided fools have poured their hard work and time into, but which is an insult to all true fans of the genre.

Players will then "review" the property by playing a card from their hand. This play is simultaneous. The number on the card represents (roughly) the amount of spite and vitriol in your review.

Next, the reviews are scored. First, discard any cards that *match the center card* or that *match each other*. These reviews are unoriginal and worthless.

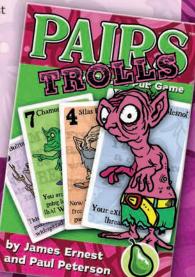
Next, look for the highest card among the reviews that remain. The highest number wins the round, but the lower numbers also score points.

If your review was unique, whether it is the highest or not, you keep it aside for points. In addition, the player whose review was highest (not counting the discards) scores the card from the center.

If all reviews were duplicated and were therefore discarded, the center card is also discarded.

Winning: The highest total score wins the hand. If there is a tie, count it as a win for all tied players.

The first player to win three hands wins the game!

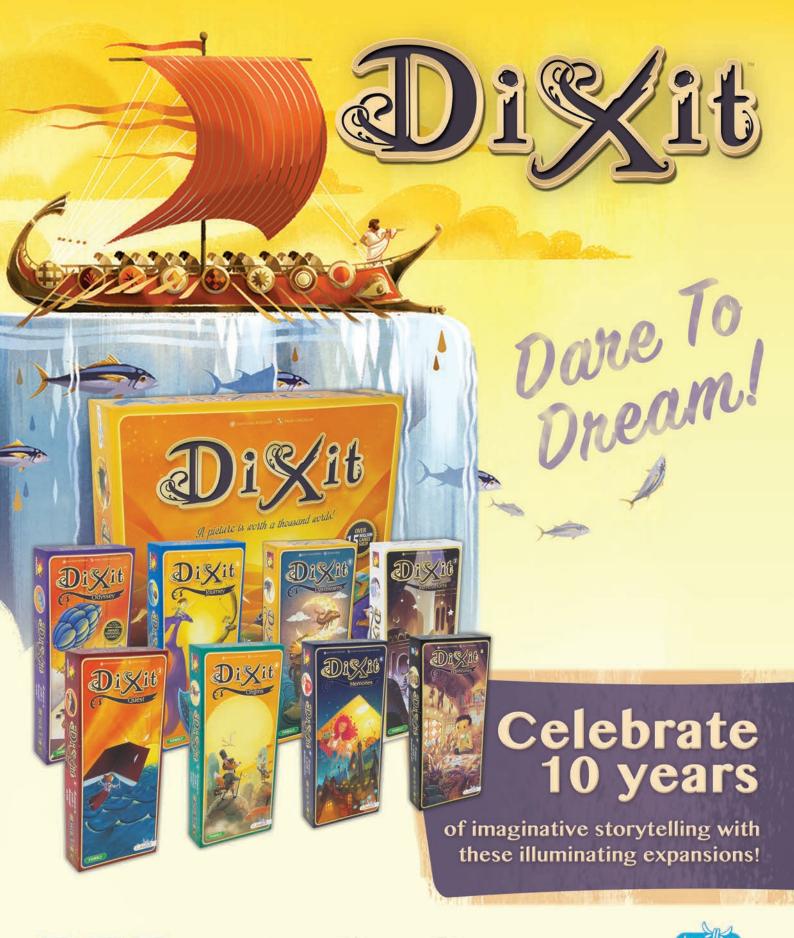


HEAPASS TO THE STATE OF THE STA

cheapass.com

Do you love Pairs? Of course! It's the greatest game to be invented since games were invented! We create new games for this deck all the time.

Learn more at playpairs.com.











Dixit Quest DIX02 | \$29.99 Dixit Odyssey DIX03 | \$29.99

Dixit Journey DIX04 | \$29.99





JAPANESE SECESSIONIST ARMY [JSA] AN INFINITY NEW SECTORIAL

JSA ARMY PACK

CVB 280019-0710\$99.99 |

Available March 2018!

The Infinity Universe keeps evolving, Corvus Belli presents a brand new Sectorial Army for the recently released new NA2 faction: the JSA. Yes, you have read it well, the JSA is no longer a Yu Jing Sectorial Army, because the Japanese have left the StateEmpire and now they can be played independently. But, what happened and what is this new Sectorial Army bringing?

The Japanese military force, known as the Japanese Secessionist Army or JSA, is a worthy heir to its predecessor in the service of the StateEmpire. It was reformulated based on the figure of the bushi, the fighting caste, with the Domaru, samurais in power armor, as natural leaders both in spirit and in combat, and the Kempeitai as the guarantors of security and morality. However, the JSA maintains its nature of being primarily an assault force, because the Bushido doctrine requires no less.

The proud Japanese, who had been humiliated and treated like second class citizens by the StateEmpire for far too long, rose up against their oppressors and claimed their freedom. The Japanese Uprising was a brief but terribly intense and savage conflict, for which the Japanese paid a high price in blood for their victory, but finally managed to tear away from Yu Jing. Now, as a new member of the Non-Aligned Countries (NA2), the independent Japan is a minor power, constantly besieged by a fearsome enemy, and with allies that consider it just a way of damaging the StateEmpire.

However, the post-Uprising Japan has been rebuilt with the Bushido doctrine as their main ideological foundation, the bushi fighting caste being the society's main guides. A nation built upon the Way of the Samurai is not an easy prey for anyone, no matter how powerful they may be, and every member of the JSA, the Japanese Secessionist Army, is willing to give their lives to prove it, and drag every enemy possible with them into death.

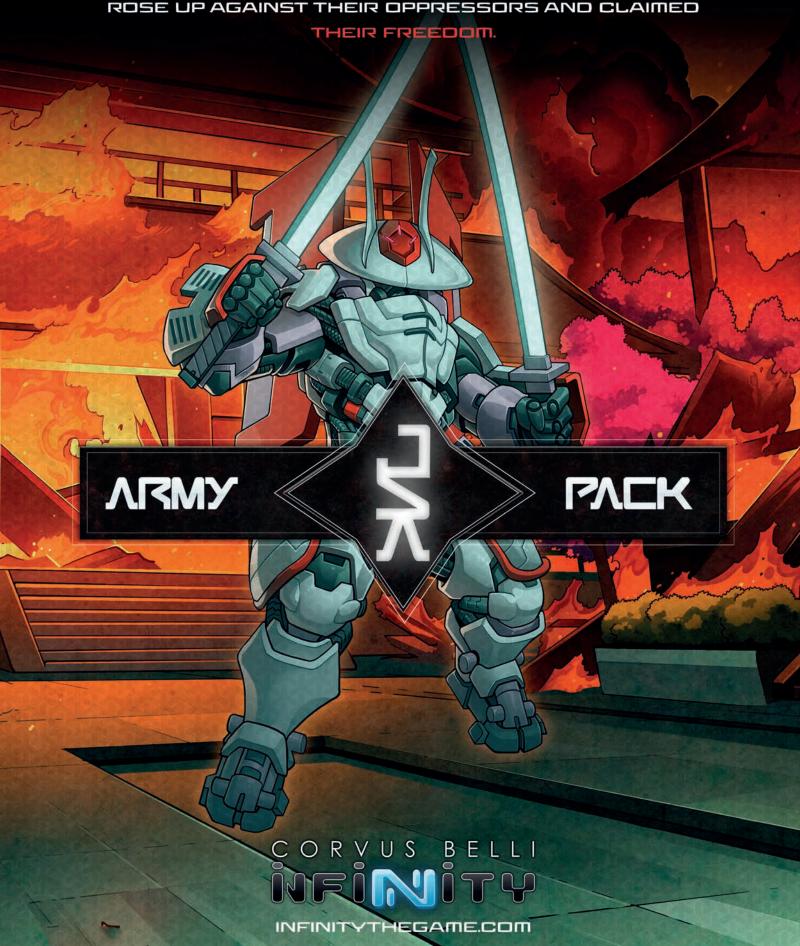
This new Sectorial Army will be available as a new Battle Pack with ten miniatures, providing some new sculpts of already known units and new troop profiles. Now, with this new addition the Infinity players have more options to enjoy their favourite wargame.

On its launch, and only during the preorder, with the JSA Battle Pack the players will get a free exclusive miniature (the Kaizoku Spec-Ops).

You cannot miss this Infinity milestonel



THERE WAS A MOMENT IN WHICH THE PROUD JAPANESE,
ROSE UP AGAINST THEIR OPPRESSORS AND CLAIMED







THE EVOLUTION OF



Over the past eight years, the Adventure Game Engine (AGE) has become something of a house RPG system for Green Ronin Publishing. I originally designed it for the Dragon Age RPG in 2010, and since then we've used it to power two more RPGs: Fantasy AGE and Blue Rose. This year, Green Ronin will publish two more AGE games: Modern AGE and The Expanse. In this article I'm going to talk about the core of AGE and how the rules have evolved for various games.



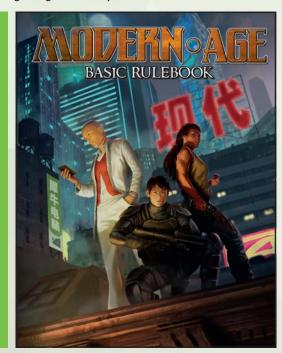
The Adventure Game Engine began as the system for the Dragon Age RPG. When BioWare approached Green Ronin about doing a RPG to tie-in to their upcoming game Dragon Age: Origins, I thought it was a great opportunity to introduce video gamers to tabletop roleplaying. I wanted to design a game that was easy to learn and teach, and approachable to new players. Since Dragon Age: Origins used a class and level system and was a structure familiar to many video gamers already, I decided to stick with that. Conveniently though, Dragon Age only had three classes (mage, rogue, and warrior) and that served to keep the complexity down. What the game really needed, though, was a hook. Something it could offer that other RPGs didn't have. Enter the 'Stunt' system.

Stunts began as a dynamic critical hit system. The basic idea was this: If you made a successful attack and you rolled doubles on two of your three dós, you generated a number of stunt points. These could be spent on a menu of various maneuvers, allowing you to inflict more damage, disarm foes, and so on. In the playtests, it soon became clear that this was the game's "killer app." The nature of the system meant that there was tension in every attack roll. Also, because doubles come up on 3d6 rolls almost 50% of the time, stunts were something that happened regularly. The combat stunts proved so popular that we

also added spell stunts in the initial release of *Dragon Age*. Then later we added other types, like roleplaying and exploration stunts. Some monsters also got unique stunts to reflect their capabilities.

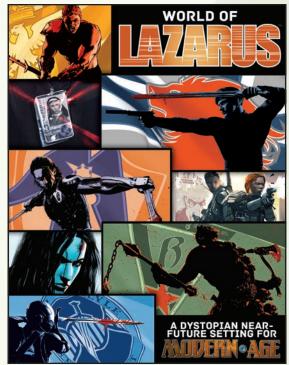
Fantasy AGE, released in 2015, put what we'd learned from Dragon Age into a more general ruleset. We had another chance to bring in new roleplayers with Titansgrave, a show on Geek & Sundry we did with Wil Wheaton that featured the Fantasy AGE rules and a new science fantasy setting we created. Dragon Age had a magic system that was specific to that setting, so I designed a more intuitive variant for Fantasy AGE. That will be expanded even more in this year's Fantasy AGE Companion. Indeed, the Companion will expand just about every aspect of the rules, and introduce vehicle rules (and vehicle stunts!) to the game, as well.

In 2017 we used Fantasy AGE to power the new edition of our Blue Rose RPG. This game introduced a completely new system for psychic abilities, since those are more in keeping with the romantic fantasy genre that Blue Rose emulates. And you can play psychic animals as Player Characters if you want! Another major feature that Blue Rose introduced was relationship rules. Romance, rivalry, and intrigue are important to the genre and we wanted to represent them in play. PC's can have bonds to other characters and groups. Depending on the situation and the intensity of the relationship, bonds can have a mechanical effect, even unlocking special stunts like 'As You Wish' and 'Prepare to Die'. We will be introducing these relationship rules into Dragon Age later this year in a book called Faces of Thedas.

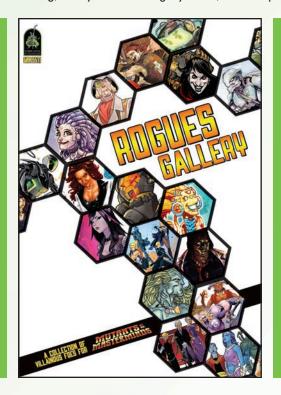


In April we'll be releasing Modern AGE, the next major step in the evolution of the Adventure Game Engine. While the core rules are familiar, this iteration takes AGE to some new places. For starters,

66 GTM MARCH 2018

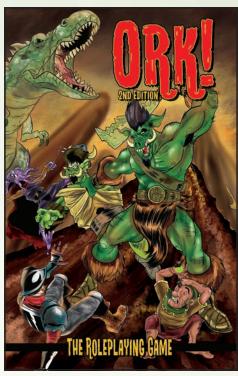


Modern AGE does away with character classes. We felt more freeform character creation was in keeping with the genre, so characters are built from backgrounds, professions, talents, and specializations. Another major feature is the introduction of modes of play. Since you can use Modern AGE to run games from the Industrial Revolution to the near future and in a wide variety of styles, we introduced modes so GMs can tune their campaigns. The three basic modes are gritty, for stories where violence is unforgiving, pulp, where a battered hero can, say, claw their way out of danger, and cinematic, where protagonists achieve the competence often reserved for fantasy heroes and the most outrageous action games. These modes affect character toughness and stunt access, and guide advice you'll read throughout the book. Certain stunts are only used in specific modes. 'Instant Kill', a stunt that lets you take out an opponent with less than half their Health remaining, is only available in gritty mode, for example.



Concurrently with Modern AGE we're releasing the World of Lazarus. This is a licensed sourcebook that brings the setting of Lazarus by Greg Rucka and Michael Lark to life. It's a terrific comic (published by Image) with deep world building, and its near future dystopia makes it a great place for Modern AGE adventures. In addition to setting history and details, World of Lazarus includes new rules, character options, and equipment to reflect the comic's unique elements. And yes, there are stats for Lazari!

Most years the release of Modern AGE and World of Lazarus would be enough of an event, but 2018 is exciting because we also get to take AGE into space! In August we'll be publishing The Expanse RPG, licensed from the awesome series of novels by James S.A. Corey. These books are simply some of the best scifi of the last decade and we're delighted we get to bring them to RPGs. The Expanse RPG builds on Modern AGE, but modifies and adds to its predecessor to better reflect the nature of the setting. For example, the game replaces the 'Health' score with a 'Fortune' score, measuring more of a character's luck in terms of staying alive in a fight or other dangerous situation. A twist on Fortune is you can spend it on things other than damage, but you run the risk of not having as much of it when you're attacked or encounter other hazards. Likewise, the spending of Fortune affects "the Churn," an in-game measure of how perilous and complicated things are: Eventually, the Churn can boil over and — as fans of *The Expanse* novels know — things can get complicated fast!



We'll have more to say about *The Expanse* and all our 2018 releases as the year progresses. I hope this article has shown you a bit of how the *Adventure Game Engine* came to be and has developed over time. To see some of these games in action, you can watch the *Titansgrave* web series or the two *Dragon Age* episodes of Season 1 of *Tabletop*. Keep an eye out for *Modern AGE* and World of *Lazarus this Spring!*

Chris Pramas is best known as the designer of the Dragon Age RPG and Warhammer Fantasy Roleplay, 2nd Edition, and as the founder and President of Green Ronin Publishing. His most recent works are Elf Warfare from Osprey Publishing and the Fantasy AGE RPG from Green Ronin.



GTM MARCH 2018 **67**



GATEWAY GAMES

RECRUITING NEW GAMERS!

The most noble work and the highest calling of every gamer is recruiting new gamers. Yes, regardless of the other minor obligations that we face, such as rent and marriage, creating a new gamer is our reason for being on this earth. But, as mere mortals we ask, "How do we achieve this lofty and worthy goal?"

The answer lies in the underexposed, but vital world of gateway games. These are games created by people who understand the path to enlightenment, and in almost any other field they would be banished for their quixotic crusade. On the surface they seem normal, fun, vivacious even, but they live to see you brought into the fold of gaming and fun.

Gateway games typically use one or two clever mechanisms wrapped up in an engaging theme. As such, they are easy to

learn and play in a reasonable amount of time. Done well, a newcomer is exposed to a rich gaming experience without being overwhelmed and will want to try games of increasing complexity. In other words, they're hooked.

A great example of this concept is the game Roll For It!, a dice game where players are trying to roll the combination of dice shown on one of three cards. As they attempt to match one of the patterns, they must commit dice to the goal, which over subsequent turns reduces the number of dice available to



roll. And, of course, the harder the combination the higher the possible score. The game is simple to play, but the underlying dynamic pits greed against probability. It's almost Greek tragedy in a box! Another

excellent example is the game Tsuro: The Game of the Path. The object is simple: travel a path and don't go off of the board. Each tile, though, is an extension of your path, and inevitably conflicts will arise causing one or more players to either collide or slide off of the board, ending their game. The last player on the board wins. However, each path tile is unique and optimum placement



is critical to success, so the game is endlessly replayable while remaining easy-to-play.

Pacing is very important to the newer gamer, so a game with constant engagement can be the perfect choice! *Ancestree*, a new release from Calliope Games by famed designer Eric Lang, is a drafting



game where each player draws and places a tile simultaneously into their family tree. Drafting is one of the most social of all game mechanics as it features fun interaction between players. Competing directly with the players on the left and right only, the social interaction and multi-aspect scoring system is rich and interesting without being overwhelming. Played across three rounds, with each round more valuable than the last, the game builds interest and tension quickly. Scoring opportunities abound, there is no "downtime," and the game finishes with a crescendo in less than an hour.

For many new gamers, the world of gateway games is an enjoyable plateau they reach during their climb up the mountain of the gaming



hobby; they never feel the need to advance to the higher peaks of the board gaming butte. Most often they'll face time constraints that limit gaming to an hour or so and this shuts out the multi-hour requirements that many hobby games may demand. Sometimes they have no one in their day-to-day life who shares their passion to play at higher levels of strategy and, so, they self-select to stop at the gateway

games. For others, the feeling of being "lost" for multiple turns can be a downside when a prospective player makes the proverbial leap into the stratosphere of the hobby game world. A healthy mix of gateway games keeps them happily in our world!

Take a look at your game mix and see if a couple of gateway games should be added. Even seasoned gamers enjoy a quick, clever game when warming up or cooling down! Browse the Calliope catalog, which is devoted solely to the gateway experience to get a feel for the flavor of great games that bridge the gap between novice and hobby gamer. The offerings from Calliope Games can usher others into this fantastic realm, fulfilling every gamer's greatest calling: recruiting new gamers!

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lou Gotta Be Deluxe Edition

Designed by Ben Lundquist and Justin Gary

You Gotta Be Kitten Me!

The fast and fun game featuring adorable animals wearing adorable accessories is back with a deluxe edition! We've added new bonus cards, new animals, and even more adorable accessories. You'll have a purrrfectly fun time bluffing your way to victory in this "cat" throat party game!

We're not Kitten' you!

This Deluxe Edition come with:

- Adorable Kitten-shaped Tin
- 54 Card Bonus Deck featuring new cards and animals!
- 55 Game Cards from the Original "You Gotta Be Kitten Me Deck"
- New Hand Size Tracking Cards with 10 Brightly Colored Meeples





SKU: 10097

UPC: 0-74427-10097-1

Case Pack: 6













WAY OF THE FIGHTER: SUPER

NJD 040101 \$49.95

Available Q1 2018!

Way of the Fighter is a hard-hitting, high-jumping, leg-sweeping, fireball-dodging, fighting-style card and dice game for two players. Featuring 10 unique fighters — each with diverse backgrounds and powerful skills and abilities — players go head-to-head, employing strategic actions to weaken their opponent. Rolling dice to determine attack speed and using cards to enact abilities and actions, players attempt to knock out one another to become the victor in this tabletop street fight!

Way of the Fighter allows players to create their fighter's own custom deck using technique packs from their matching combat styles. Numerous deck-building strategies are available based on the shared combat styles between various fighters. This allows you to test out new fighters and techniques while simultaneously expanding your possible deck builds for your favorite fighter. Flexible and fun, Way of the Fighter's fast-fighting gameplay mechanics and dynamic deck construction ensure it's great for novice and experienced players, alike!

Over a period of twelve intense turns, each player controls a fighter's movement, manage the fighter's energy, and decides on what actions the fighter performs against the opposing challenger. The game continues until one fighter is knocked out, or time runs out; at which point one fighter will be declared the Champion!

Part of the training for Way of the Fighter is to discover the tactics and strategies that will help your fighter emerge victorious. One of the strongest tactics in the game is to perform "combo" actions that allow you to devastate your opponent. Learning and executing your fighter's combos takes practice and skill.

To execute a combo, your current action needs to hit the opposing fighter. (You can't combo if you miss your very first strike!) You can then attempt to combo. Combos can extend as long as you can continue to execute successive actions, but they become more difficult depending on the both the actions played in the combo and how big of a combo you are attempting to perform.

Below we examine a basic combo action with a Light Punch that combos into a Heavy Kick. Then, we look at an extremely powerful combo that can be executed by Ren, from the *Super* core box set.





You choose Light Punch as your first strike. The Light Punch has a priority of 7. Using dice from your pool, you roll a 4 which is added to the Light Punch's priority to give the attack a final Priority Score of 11. This exceeds your opponent's action Priority Score, causing your Light Punch to hit your opponent and inflicts 1 damage! After resolving the Light Punch, you decide to follow up it up with a Heavy Kick. This begins a combo.

Now you need to decide how many dice you wish to use to execute the Heavy Kick. Light Punch's Priority Score is 11, so Heavy Kick's Priority Score will need to be 11 or higher. Heavy Kick's initial Priority Value is only 4, meaning you will need to roll 7 or higher for Heavy Kick to fully resolve. Rolling three dice from your pool, you get lucky and roll 8, and add it to Heavy

WAY OF THE FIGHTER: TURBO

NJD 040102 \$49.95 | Available Q1 2018!



Kick's Priority Value of 4 for a final Priority Score of 12. Heavy Kick hits the opponent! It deals 2 damage.

Ren is a balanced fighter from Way of the Fighter: Super. Ren has some very powerful combos at his disposal. An example of Ren's combo power is the Dragon Rush + Plexus Strike + Forceful Blow. This is a quintessential Ren combo and true power display for a very effective cost, thanks to the Chain keywords on both Dragon Rush and Plexus Strike which allow him to recycle dice for his combo actions.



Start the combo with at least two dice and rush your opponent with Dragon Rush. Return two of the dice on it to the pool to bring the priority of Dragon Rush back down to 6, and then play Plexus Strike. Then, use one dice with Plexus Strike to match the priority of Dragon Rush. Dragon Rush increases Plexus Strike's damage to 3. Once the Plexus Strike hits, its Chain keyword resolves, allowing you to get all three dice back (based on the damage inflicted) and bringing its priority back down to 5. Now you only need to roll a single die with Forceful Blow to succeed and deal an additional 2 damage. Forceful Blow then allows you to push your opponent back two spaces and advances Ren two spaces, keeping his opponent cornered. Additionally, thanks to Plexus Strike, Forceful Blow knocks your opponent down. Brutal!

The core games for Way of the Fighter: Super and Turbo are fully cross-compatible and each feature five unique fighters to choose from. Way of the Fighter is available now at your FLGS, with future fighter expansions on the way to add to your collection and expand your deck-building options. Way of the Fighter bring arcade-style fighting action to your tabletop like never before!

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VARHAMMER UNDERW®RLDS SHADESPIRE







EXPANSIONS ADD NEW RACES AND MORE DECK CONSTRUCTION OPTIONS FOR ALL WARBAND









MORE TO COME IN 2018





DRAGON BALL Z: PERFECT CELL DICE GAME

IDW 01421 \$39.99

Available March 2018!

Based on one of the most popular anime of all time, *Dragonball Z: Perfect Cell* puts players in the role of their favorite characters as they fight Perfect Cell before he destroys the Earth. IDW Games is thrilled to bring this popular anime to the tabletop and offers a glimpse behind the scenes with designer Chris Bryan. *Dragonball Z: Perfect Cell* is coming to stores this March and is a wonderful co-op game for fans of the anime and gamers, alike, who enjoy a challenge.

When designing *Dragonball Z: Perfect Cell* what are you looking for in terms of gameplay?

As soon as I signed on to the project, I sat down and listed out about 20 traits I thought were inherent to *Dragon Ball Z*, simple things like team-work, impossible odds, and growing more powerful. I approached my design looking through those lenses. How can I build in mechanisms to encourage helping fellow players? How can I make the play experience feel like you gradually become more and more powerful? The end goal was always to make a simple-to-learn game where players felt like they were embodying the roles of their favorite *DBZ* characters.

What are you hoping that players get out of the game? Should they be working together or out for themselves?

Since teamwork and camaraderie are such an important part of the *DBZ* narrative, I wanted to include elements that made players feel like they were actually part of a team working to defeat Cell, as opposed to just separate people working to achieve a shared goal. Some of the player powers are focused on helping out your fellow Z-Fighters and the game mechanics encourage sharing dice with other players.

Co-op games are on the rise. When designing *Dragonball Z: Perfect Cell,* what sort of co-op elements did you want to incorporate into the game?

I am personally prone to quarterbacking co-operative games, so I wanted to make sure that *Dragonball Z: Perfect Cell* allowed for strategic discussion, but still gave individual players agency over their own decisions. One of the main ways we achieved that is through the use of dice. Since it's impossible to know what resources any given player will have to work with beyond the current turn, dictating with certainty what a

player should be doing on their turn is more challenging.

I also wanted to make sure the game would be accessible to new players who might not have any experience with co-operative games, while also remaining fun and challenging for more experienced players. We included several different challenge levels so that the game can scale in difficulty to accommodate a wide range of player skill levels.



What was one of your favorite moments when designing this game?

The first time, I had a play test where the balance was getting close and we had one of those wonderful co-op game moments where it all came down to the last couple of turns. All of the Z-Fighters were down to their last life, and if we weren't able to apply a huge amount of damage to Cell he was going to knock all of us out. We decided to go for an all-out attack and try and defeat Cell before his threats activated. Everyone was super invested and cheered as each player rolled their dice. We wound up being able to deal the exact amount of damage needed to defeat Cell and win the game!

It's exhilarating when that emotional investment starts to occur in play tests, and it stops feeling like you're trying to fix problems and more like you're playing a game with friends.

Have you always been a fan of the Dragonball Series? Do you have a favorite character or saga?

Ever since it first aired on American TV! I started collecting the Sagas when they were still on VHS. I got a degree in Radio, Television, and Film Production, and my first industry job was actually working for FUNimation on remastering *Dragon Ball Z* for the blu-ray release. It was really surreal actually going back to the original film prints from the 80s and cleaning it up for the high definition release.

Trunks is probably my favorite character when I was growing up, and the *Trunks Saga* is probably my favorite saga because of that nostalgia. As an adult, I've come to think Vegeta is probably the most interesting character and I've come to really like the *Frieza* and *Vegeta Sagas*.

Is there anything else you'd like to say?

Thanks for the interview, it was a dream to work with IDW on this property. I hope everyone enjoys the game!

Chris Bryan is a filmmaker and board game designer living in Texas. You can find out more about his upcoming projects by following him on twitter @ChrisBryanGames.









LUCIDITY: SIX-SIDED NIGHTMARES

RGS 00804 \$30.00 | Available Q1 2018!

Enter the shadow realm in search of the treasures hidden within. But beware the Nightmare creatures that make that world their home, for they are jealous of your power and will seek to corrupt you ... or eat you alive! Gather enough power to escape from the shadow realm, or become a Nightmare and hunt down every other player who stands in your way in Lucidity.

In Lucidity: Six-sided Nightmares, new dice manipulation game, Renegade Game Studios and designer Shannon Kelly bring a bunch of new twists to the push-your-luck formula, with lots of choice, an awesome theme, and the chance to be the bad guy.

LOTS OF DICE

First, and most obviously, Lucidity: Sixsided Nightmares comes with a lot of dice – but these aren't your standard pipped dice. Inside the box are 80 gorgeous, semitransparent dice in four different colors, each covered in a mix of unique symbols.

On your turn, you reach into a central bag, draw out dice, put two back, then roll the rest. Collect "power" symbols to escape from the shadow realm, or gather the corrupted "shadow" symbols to become a Nightmare and hunt down the other players – either way offers a path to victory.

Because the number of dice is set at the start of every game (20 of each color), the

odds of drawing a specific color change throughout the game, adding lots of variability to every play.

SHANNON KELLY

Edo's Game Previews calls Lucidity
"a super cool game ... easily the
most interesting push-your-luck game in a
while. I found it to be compelling
and interesting and engaging."

EVOCATIVE THEME



The rich theme of *Lucidity* is beautifully thread through all of its components.

Each of the four colors relates to one of four nightmare types. Red is primeval fear, the beasts that yearn for your blood.

Yellow are the dreams of imprisonment, being unable to move, as the headlights get closer and closer. Green is the color of envy, and the fear of being betrayed by those closest to you. And the blue dreams will drag you, kicking and screaming, into the depths and the unknown creatures that live there.

Each color of dice has a different "personality", and as you learn how each color acts, you'll begin to understand the risks of rolling one over the other. What's more, because each color is matched to a playstyle, you'll always be able to play *Lucidity* your own way. (And if you become a Nightmare, you get to inflict that playstyle on other players, too!) Do you go for high risk high reward and roll red dice? Maybe you'd prefer to play slow and steady with yellow.

Risk your points, but not your life with green. Or roll blues if you just love chucking dice on the table.

Every Nightmare in *Lucidity* is illustrated with a shocking piece of horror art done by master tattoo artist, William Webb. And while they start out as antagonists, there are ways for you to become one, too. As a Nightmare, you get to prey on other players, and can even win by convincing them to roll your color of dice. If they roll poorly, you keep those dice and edge closer to victory, unleashing unique abilities against them. If they roll well, though, you can always *steal* their power on *your* turn instead.

SIMPLE TO LEARN; DEPTH OF CHOICE

A single round of *Lucidity* will teach you everything you need to know about how to play. But that doesn't mean there aren't deeper strategies to it. Unlike a lot of push-your-luck games, this one comes with a lot of choices: how many dice you choose to draw, what colors you want to roll, whether to spend power to reroll dice, and, of course, whether to end your turn early or push your luck and draw more dice. And that's before you add the quasi-social element that comes from Nightmares making bargains with dreamer players.

The game includes a reference card for every player, and the player boards are covered in reminders to help lead you along on your turn, making this a quick game to pick up and learn. Add about 10-minutes to the game time for your first playthrough, and you'll soon find your group playing a whole game in only 10- to 15-minutes – perfect for a bit of fun between other games, or while waiting for other players to arrive!

OVERVIEW

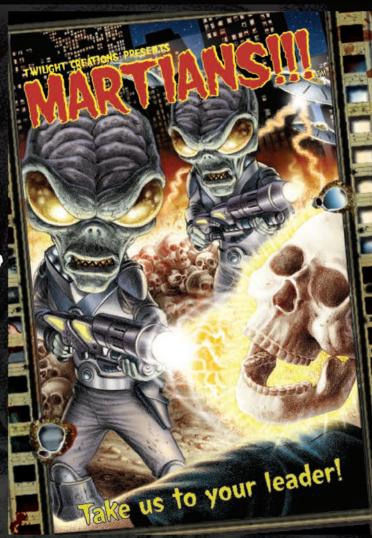
Lucidity: Six-sided Nightmares will have you and your friends cheering for, laughing at, cajoling and tempting each other. And, when the last dreamer pulls off a last-second win against three Nightmares ganging up on them, or a final roll comes down to a Nightmare claiming that final point and consuming everybody else... there's no feeling quite like it!

Born in Canada, now living in Australia and working as an editor for an international publishing house, Shannon has been designing games since he was old enough to crawl. Lucidity is Shannon's first published game.



Atlanta, Chicago, Philadelphia, destroyed...





It's hard to believe the fate of our planet is in the hands of video game nerds.

Martians!!! Second Edition

drops you into the middle of a full-scale alien attack on the planet. Armed with only your vast knowledge of sci-fi movies and video games, you take it upon yourself to save mankind. You just need to find the mothership and blow it up. Simple as that! And then you'll be a hero, just like in the video games!

GAME CONTENTS:

- ·30 Map Tiles
- · 30 Alien Cards
- · 40 Event Cards
- · 6 Player Pawns
- · 100 Martians (in three different poses)
- · Chits, dice and rules

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SRP \$29.99 Spring 2018





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THE AFFAIRS OF WIZARDS

ADVICE FOR THE ARCANE DRAGONFIRE PLAYER

DUNGEONS & DRAGONS: DRAGONFIRE DBG - CORE SET

CAT 16000.....\$59.99

Available Now!

You wrestle with cosmic powers and command the elements themselves every day. So it's not asking too much that the rest of the team make you a priority. Right? But, there's likely a lot of talk around the table as to why you can't be more of a team player when it comes to buying off-color assists.

Some talk. A few whispers, anyway. After all, you still have a *Fireball* handy if

the Rogue gets too mouthy.



The brotherhood of Wizards rarely plays games of racial politics, because all Wizards are created more equal than any other Class. Arcane stats are strong enough that it's hard for racial bias

to do any lasting damage, and more often than not creates powerful advantages. Sun Elves wield impressive starting power. Shield Dwarves begin on the cusp of acquiring Lightning. And Half-Orc Wizards may be called many things, but "fragile" isn't among them.



In order to preserve some of their advantage, Wizards

FIREBALL

must be rigidly careful when purchasing

off-color. Cheap color-fixing (Bless) can work all right. Wizards who

manage a gold reserve also get great value out of Opportunity. Nothing feels better than buying and casting a Lightning Bolt in the same round. Still, these should be exceptions. Only the Arcane player can wield Arcane spells with real effectiveness, so stay on target and don't get caught up in the rush for power. The strength of the Arcane deck is not in the "power cards" of Lightning and Fireball, but the midtier cards. Confusion, Cloud of Daggers, and especially Misty Step. A Wizard can purchase any of these cards fairly early, and if lucky

enough to have a pair of Misty Step by mid-game, can almost always search out a card to solve any current crisis.

With their Market cards so strong, Arcane players are limited in the strength of their Features. Features remain helpful, but aren't as wildly opportunistic as in other Classes. Instead, Arcane players receive a great deal more variety in magical treasure. Manipulation of the draw deck is key to most Arcane strategies. That, and cascading card play to deal "large number" damage. So the ability to draw and discard, to reload specific cards — or anything with

Blame it on the Fighter.



GENERAL PLAY

Then there are the spells. Powerful enough to humble the strongest of encounters, summon fantastic elemental power, and rend the fabric of reality. It's easy to understand how other Classes in Dragonfire might feel some jealousy. Clerics are most susceptible to this, because they're spellcasters too! (Okay. They really are. So long as they ask

someone first before every battle.) But the devils are in the details, and Wizards contend with some fairly powerful devils.

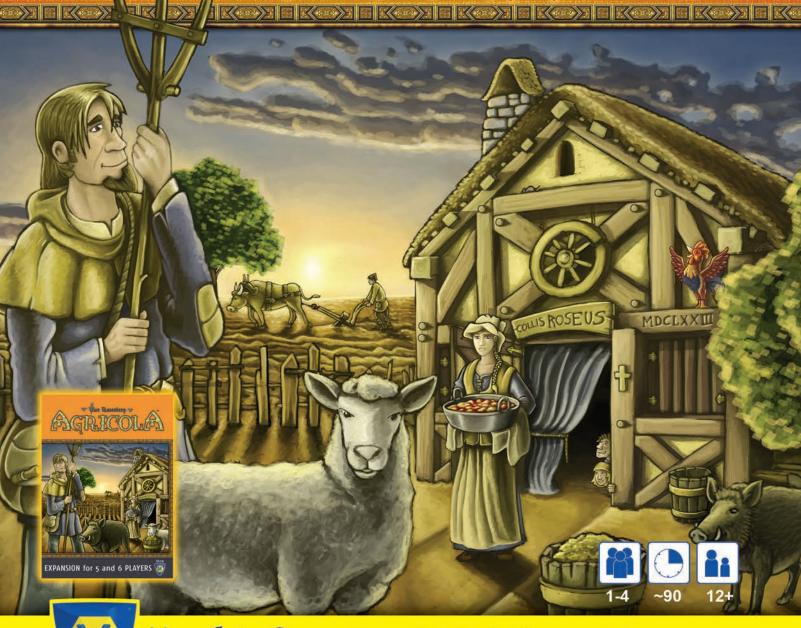
By a decent margin, the most expensive cards in the Market deck are the Arcane. Also, the Arcane set has fewer assists than any other color, which can lead to a game-ending bottleneck. Furthermore, there are several Arcane spells that become somewhat (or totally) useless depending on the type of Arcane character in play, or the type of Encounter Deck you're facing.



Repack — are all great powers. Additionally, an item that provides Arcane assists rarely, if ever, goes wrong. And if it does go wrong, do what every self-respecting Wizard does.



Farm, sow, plow, harvest, and expand! Will you and your family prosper?









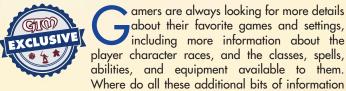


TRICKS TROF THE GAME TRADE

by Jon Leitheusser



MORE, MORE, MORE!



come from? From supplements produced by the game companies that publish those games. This month, we have a selection of new supplements for three different games: two for roleplaying games and one for a miniatures game.

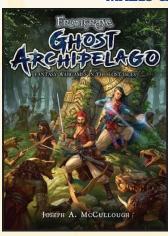
BACK IN THE OLD DAYS...

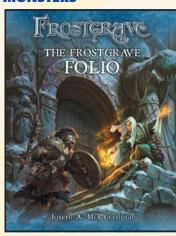
When roleplaying and miniature games were first created, they were self-contained. That means there was a core book or boxed set that outlined all the rules—and everything after that was up to you to create on your own. The original D&D "white box" included some reference sheets and three small booklets: Men & Magic, Monsters & Treasure, and Underworld & Wilderness Adventures. It wasn't until later, when the creators opted to change the rules or that publishers began sourcing additional material in the form of rulebooks, adventures, collections of adversaries, and setting books.

An important thing to remember about these new supplements is that the publishers didn't have plans for them from the beginning. The need for them grew out of the writer's desire to improve their games and from fans who loved what they already had, but craved more. Nowadays, games are typically conceived of as part of a line of books and products. It's pretty rare for a game from a major publisher to be released with no plans for additional books, but there are a few. White Wolf published an excellent standalone game called Adventure, Green Ronin published Ork! The Roleplaying Game, and, of course there are many "indie" roleplaying games that are complete as a single book into themselves. And, honestly, standalone games can be great! It's easy for players and game masters to learn the rules, and the setting is either up to the GM to create or is so clearly defined that everyone understands what the heroes are supposed to do.

However, most people expect games to have additional books and supplements to support them and keep the options and ideas rolling.

MAZES & MONSTERS





A number of columns ago, we covered Osprey's core book for *Frostgrave*, a fun miniatures game structured as an ongoing campaign. In it, you play a wizard accompanied by a group of knights, thieves, and other adventurers attempting to uncover the secrets of a frozen city. The games typically take only an hour or two, and link together to create and ongoing campaign. In many ways, it's the sort of game the creators of roleplaying would have really enjoyed—miniatures that go from one game to the next, taking part in a story that's not a re-creation of something that's already happened, but that's creating a whole new story unique to those characters.



If you've already checked out *Frostgrave*, you know what it's like, but if you haven't, this month features an addition to the series, *The Maze of Malcor*, revealing an all-new portion of the city. This time, it's the school of magic previously run by Malcor the Mad. Before the city froze, it was a significant landmark to everyone. In it, mages were educated, but it was also a tourist attraction and museum. Unsurprisingly, it also contains treasures, magic, knowledge, and anything else of interest to wizards, so it's ripe for the plucking!

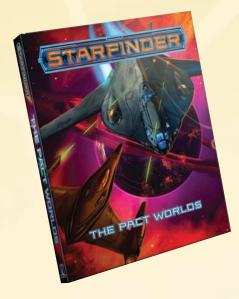
Not only does it include a number of adventure scenarios to play through, it also features new, lost schools of magic, strange adversaries, and magical treasures thought lost forever. If you love roleplaying games, but have toyed with the idea of playing a miniatures game, this is an excellent option, because it includes the best of both worlds.

WORLDS OF ADVENTURE!

The Pathfinder roleplaying game has been around for nearly a decade. In that time, Paizo has released dozens and dozens of sourcebooks covering nearly every aspect of Golarion. along with its races, classes, and more. Starfinder, on the other hand, was released early last year and has only a small handful of supplements. It's a boon to new gamers who want to get in on the ground floor of something great, especially for fans of movies like Thor, Guardians of the Galaxy, and the newest Star Wars and Star Trek movies, and shows like The Orville and Star Trek: Discovery.

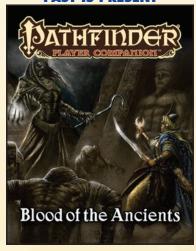


This month sees a significant expansion to the world of *Starfinder* — *The Pact Worlds*. This world book includes everything gamers love about new settings, packed with information on 14 different worlds, each of them of central importance to the game, complete with adventure hooks and sites for you to use in your *Starfinder* campaigns. For players, it also includes new races, ships, and archetypes for every class introduced in the core rules.



As a fan of *Starfinder*, you should absolutely check this book out. It will provide you with more of what you love about the game while also expanding on the setting and classes.

PAST IS PRESENT



Speaking of the Pathfinder Roleplaying Game, this month also sees the release of Blood of the Ancients. This supplement focuses on characters descending from ancient bloodlines. Blood of the Ancients is interesting because it injects some mystery into characters that might otherwise be unremarkable heroes. Instead, players can can add an unusual background, known or not-so, to their character's history. Whether they can trace their lineage to ancient times or to heroes of renown, they gain benefits that make them stand out from their adventuring peers.

The book includes new racial traits, class options, spells, and magical items all created to make characters descended from old blood more interesting, powerful, and fun to play.

TAKE IT TO THE TABLETOP

Supplements like the ones discussed are designed to add a lot to the games for which they're created. In some cases, they tell fantastic new stories, while in others they add details to the world in which they're rooted. Regardless of what they incorporate, they include something the game's writers thought were significant or useful to increase the enjoyment for the players and GMs. However, whether or not they succeeded is, ultimately, in your hands. All supplements are raw material from which to draw inspiration. If it gets your creative juices flowing, then the book succeeded in its creators' intent.

Take a look at your game collection and think about the books that you find particularly inspiring. Is there some common theme to them? What is it that gets you excited about a new character or game? What is it about those books that inspire new stories to explore, or tease with adventure seeds to plant, nurture, and grow? If you can figure out what it is, you can search for similar sources of inspiration and discovery.



Jon Leitheusser is a writer, editor, and game developer. He published the Dork Tower comic book, was the HeroClix game designer for years, was a content designer for Champions Online and Neverwinter, was the Mutants & Masterminds game developer for Green Ronin from 2008 to 2016, and freelances for a number of different companies. He cut his gaming teeth on

Advanced Dungeons & Dragons and still games twice a week with his friends online or in person. He lives in Bellevue, Washington.

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MISTBORN: HOUSE WAR BOARDGAME (S2P CFG13001)

From Crafty Games, reviewed by Eric Steiger

¥ŤŤ	14 & Up	#	3 - 5 Players
Ø	60 - 120 Minutes	8	\$54.95

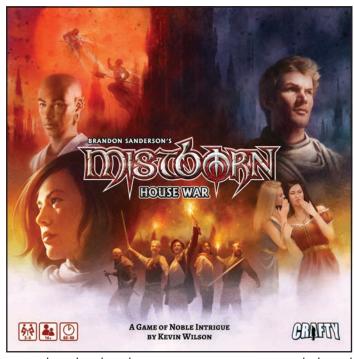
Before taking on the herculean task of finishing Robert Jordan's Wheel of Time series, Brandon Sanderson made a name for himself with the Mistborn trilogy. In the first book, the oppressive Final Empire faces unrest and rebellion against its godlike emperor, the Lord Ruler, with noble houses scheming to supplant each other in his favor, or perhaps secretly undermine him in support of the rebellion. The series and its unique magic systems have earned it critical and popular acclaim, and in 2016, a Kickstarter by Crafty Games successfully funded a board game designed by Kevin Wilson.

In House War, each player takes on the role of one of the noble houses (or the Steel Ministry, the state religion and secret police organization) of the Final Empire. You begin the game, and each turn, with resources and characters that you will apply to the various problems facing the empire, with the goal of currying Lord Ruler's favor in the process...or not. The game board is loaded with various problem cards that require resources to solve, and if not solved, will proceed along the track until they erupt, usually with consequences for the players and the empire.

At the beginning of your turn, all problems advance. Any that reach the right-hand side of the board erupt, imposing their negative effects on the players. This could be anything from costing players resources or cards, to causing other problems to advance, to giving players disfavor from Lord Ruler, to increasing Unrest. The Unrest track begins the game at 0, and can be increased up to 8. If the Unrest reaches 8, the rebellion succeeds and the game ends. Unrest means nothing until the end of the game, at which point it means everything. If the game ends with Unrest at or below 7, then the empire manages to put down the rebellion, and the player with the most favor (after subtracting disfavor) wins. If the game ends with Unrest at 8, the player with the least favor (after subtracting disfavor) wins, as Lord Ruler has been deposed and the new order looks unkindly at his lackeys.



After problems advance (and potentially erupt), and a new problem is added to the board, the meat of the game begins: making deals to solve problems. On your turn, you may choose one problem and negotiate deals with the other players to determine who donates resources to solve it, and what you get out of it. Most commonly, players contribute some combination of the five resources (soldiers, money, peasants, food, and prestige), as well as *atium* (wild), and receive some proportion of the favor points gained by solving the problem. Additionally, players may play character cards from their hand to modify the problem or perform other special actions. The



active player has the sole option to accept or reject any deals, and once a deal is accepted and finalized, no further character cards may be played unless a character is *sly*. If the problem is successfully overcome, it's removed from the board, its printed favor is distributed as the players agreed, and their resources are spent solving it. Alternatively, a player may choose to ignore the problems facing the empire and instead gain an extra resource or card on their turn.

The game ends either when Unrest reaches 8, or when Vin, the protagonist from the book and hero of the rebellion, enters play from the problem deck and is either solved, or erupts. If she erupts, she

increases the Unrest by 4, likely causing the rebellion to be successful and Lord Ruler deposed. If she is solved, she grants a significant amount of Lord Ruler's favor. Therefore, while players may be competing for the most favor, others might, instead, be working to gain disfavor while increasing Unrest.

One feature I want to call out especially is the art and design of the game. The first *Mistborn* novel described a decadent, disaffected nobility rich with intrigue, and the card art does them justice, bringing important characters and places from the book brought to beautiful life.

The gameplay focuses on the wheeling and dealing of problem solving negotiation, and if that type of game doesn't interest you or your group, then *Mistborn: House War* might not be for you. Additionally, the deal-making is

more nebulous and open-ended than some similar games, such as Android: New Angeles. But that's a feature, not a bug, and if you're looking for an open deal system, where almost anything goes, then House War will serve you well. Additionally, if you're a fan of the books, then I definitely suggest giving the game a try, as

you will delight in seeing familiar characters translated into game mechanics.

Eric is your friend, and friends wouldn't let you play bad games







MYSTIC VALE (AEG 5861)

From Alderac Entertainment Group, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



¥ŶÎ	14 & Up	#	2 - 4 Players
Ø	45 Minutes	8	\$44.99

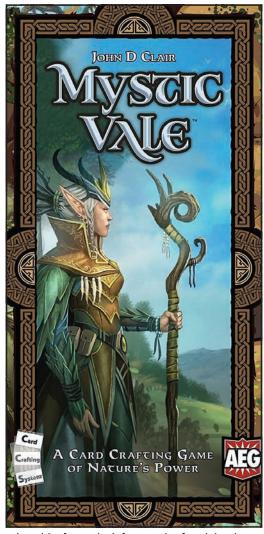
Mystic Vale. Even the name sounds exciting! We are huge fans of deck-building games, and AEG's Mystic Vale brings a different twist on deck builders. The setting is a land where a wicked King, before his death, cast a spell to ruin all the land. He did it for vengeance as the Druids would not help heal him from his sickness. Now that he's gone, it falls upon the Druids to restore the land to its former beauty.

Each player portrays a Druid from the Beastbrothers, Dawnseekers, Lifewardens, or Waveguards clan, each with their own starter deck of 20 cards. We, as usual, played with just the two of us. During the game, while helping to restore the land, you gain victory points. For a two-player game, they suggest counting out 23 victory point tokens to use in the game. Four players use 33, which is the max.

Okay... so, what's so unique here? The twenty cards you begin with are sleeved in clear plastic. Each card has three sections designed to hold up to three Advancements as overlay inserts. Some cards may already start with something in one of the sections, like Fertile Soil or Cursed Land. The Advancement deck consists of 96 cards in three levels, and 18 Fertile Soil cards. When you purchase these Advancement cards, they're placed in your sleeved cards to build them up. Each of these cards may have Advancements in the top, middle, or bottom slot, and must be placed in a sleeve where you have an empty slot in the same spot.

The Advancement deck is broken down into the three levels and placed on the table in the Commons. Three cards per level are placed next to their respective decks as a tableau from which you can choose on your turn. For a 2-player game the level one cards are limited – you only count out 12 Advancements to use and slip the rest back in the box. All cards are used for the other two levels. The Fertile Soil cards (Level One) are placed as a separate deck, which you can choose from. Level Three cards cost more than those in levels Two or One, but they also gain you more helpful items and victory points throughout the game. Cards can earn you more Mana or Spirit symbols, and sometimes have special actions to earn you more things you may need. There are also Level One and Two Vale cards that are





placed on the table, from which four cards of each level are turned up to form another tableau. Vale cards are hard to get in the beginning of the game because your starting cards have no Spirit symbols. As you upgrade your cards you can start earning them, and they can bring you victory points and other nice options. Once the Vale and Commons tableaus are set up and each player has their hand of 20 starter cards shuffled, you're ready to play!

HOW'S IT PLAYED?

Each player has their own "field" in front of them with their deck of cards face down. You start by turning cards over into your play area until two cards in your field show Cursed Land, plus a third Cursed Land card "on deck", meaning it's turned up, but remains on top of your deck. Cursed Lands have a red Decay symbol on them to show they're cursed. Your cards may state actions you need to take, and Mana and Spirit symbols you can spend for new Advancement cards and, eventually, to buy Vale cards.

The starting player is determined with tokens that are randomly chosen, one of which has a First Player Symbol. These tokens are kept by each player for a different aspect of the game.























Turns consist of four phases, which play quickly:

- Planting: When it's your turn, you can choose to draw more cards into your field of play, called *pushing*. However, if you draw another cursed land icon you've *Spoiled* your field, and your turn ends. You discard all your cards, and the next player takes their turn. You don't have to push you can just pass and go right to your Harvest phase. You may wonder why you would push and risk Spoiling your field? Because you might be hoping to get more Mana or Spirit symbols from your deck to acquire certain Advancement or Vale cards. As long as you stop pushing before you spoil, you advance to the Harvest phase.
- Harvest: Once you're finished planting, you can purchase Vale cards, as well as Advancements from the Commons. Each Advancement costs Mana count how many Mana symbols are in your field and purchase the Advancement cards you can afford AND can be placed in your current field's open card slots. If you have Spirit symbols in your field, you may also be able to buy Vale cards, which can give you more victory points, gifts, or special powers. You can also collect victory points for cards in your field with victory point symbols excluding the cards you just purchased.
- Discard: Advancement cards you've purchased are put into your field's card sleeves to fill open slots, after which all your

cards go into your discard pile. Replace any cards in the Commons from their appropriate decks.

- Prep: The next player can start their turn while you're still
 doing this. Basically, you start a new field by drawing cards
 until you have two Decay symbols in your field and one on
 the deck.
- Play continues with each player performing these phases on their turn. The game ends when the Victory Point token pool runs out. Everyone is given a chance to complete their turn, and then victory points are counted! If more VP tokens are needed while players are finishing their turns, you can take them from the box. Whoever has the most points wins the game and saves the Vale!

TIMING OF THE GAME

The box shows about 45-minutes to play, but it always takes us a little over an hour. We enjoy playing this game very much because it's such a unique type of deck builder, with three expansions available to add even more cards and different playing options.

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!



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CURSED COURT (ATG 1400)

From Atlas Games, reviewed by John Kaufeld



Ahhhh, the intrigue of a royal court! It's a resource so rich that countless novels, movies, and games mined it over the years. Its most common tropes come to mind effortlessly: the scheming prince, the conspiratorial advisor, the powerful queen, the manipulative merchant. We could go on and on.

Refreshingly, you find none of that in Cursed Court from Atlas Games. The game uses the people and activities of a classic fantasy-setting royal palace as its backdrop, but instead of focusing on politics and intrigue, Cursed Court's hidden information and clever betting mechanics build a unique, fun, and engaging player experience.

Let's look at the Top Five aspects you need to know about Cursed Court.

WORKING YOUR (SHARED) SOURCES

Although royal courts are rife with secrets, someone always knows something about someone. *Cursed Court* creates that feeling through shared hands of cards.

Two cards get dealt between pairs of players, giving each access to four cards (two on the left and right). In addition, one card is dealt face-up at the start of the round (what the game calls a "season"). This combination of public information with secret-but-shared knowledge creates a fascinating game environment where everybody knows something, but nobody knows it all.

At the end of four seasons (a "year"), all of the hidden cards get revealed and added to the face-up tableau. Players then score points based on the bets they made (more about that in a moment) and the revealed combination of cards dealt that year. Play ends after three years (12 seasons).

PLACING YOUR BETS

Players earn points in the game by placing bets on which nobles will appear in tableau at the end of the year. Bets can cover a single noble or a group of three of four. To bet on a single noble, a player puts one of their four "wagering crowns" onto the noble's picture. To bet on a group (or "set") of nobles, the player's crown goes onto one of the 18 set regions, each of which shows pictures of the nobles included in that set.

BUMPING WITH COINS

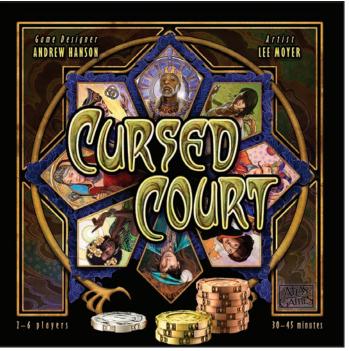
What if someone places a bet on a space that you wanted? That's where your stack of 20 influence coins come into play.

When you place a bet, you can stack some of your influence coins under your wagering crown. In order for an opponent to bump you off the space, they must play at least twice the number of influence coins you played.

The game creates some delicious tension on this point. Players only get 20 coins to use each year. If you place too many coins with your early bets, you risk getting bumped out of a lucrative spot later in the year. But, once your play the coins, they stay in position until someone bumps them off or the year comes to a close. Decisions, decisions!

SCORING POINTS

Bets on individual nobles pay one, two, five. or eight points, depending on how many copies of that noble's card came up in the year. Sets always pay either three or four points, giving one point per



noble that's part of the set. After scoring, players get all of their crowns and coins back, the cards are shuffled, and the new year begins.

TRYING SOME VARIANTS

To give the game plenty of variety, Atlas Games included four variants at the end of the rulebook.

In "The Court Remembers," cards from the first year are set aside instead of shuffled back into the deck, changing the odds for each noble. After the second year of play, the first year's cards go back into the deck, while the second year's cards sit out.

"The Coinless Court" and "The Great Exchange" variants both tinker with the influence coin supply. One uses no influence coins at all, letting multiple players bet on a single space. The other replaces the influence coins with a set of poker chips, turning the coin mechanic into a straight betting game.

The last option, "The Royal Masquerade," introduces a new level of intrigue by turning one of each player's wagering crowns into a fake bet to disguise what the player knows.

THE VERDICT

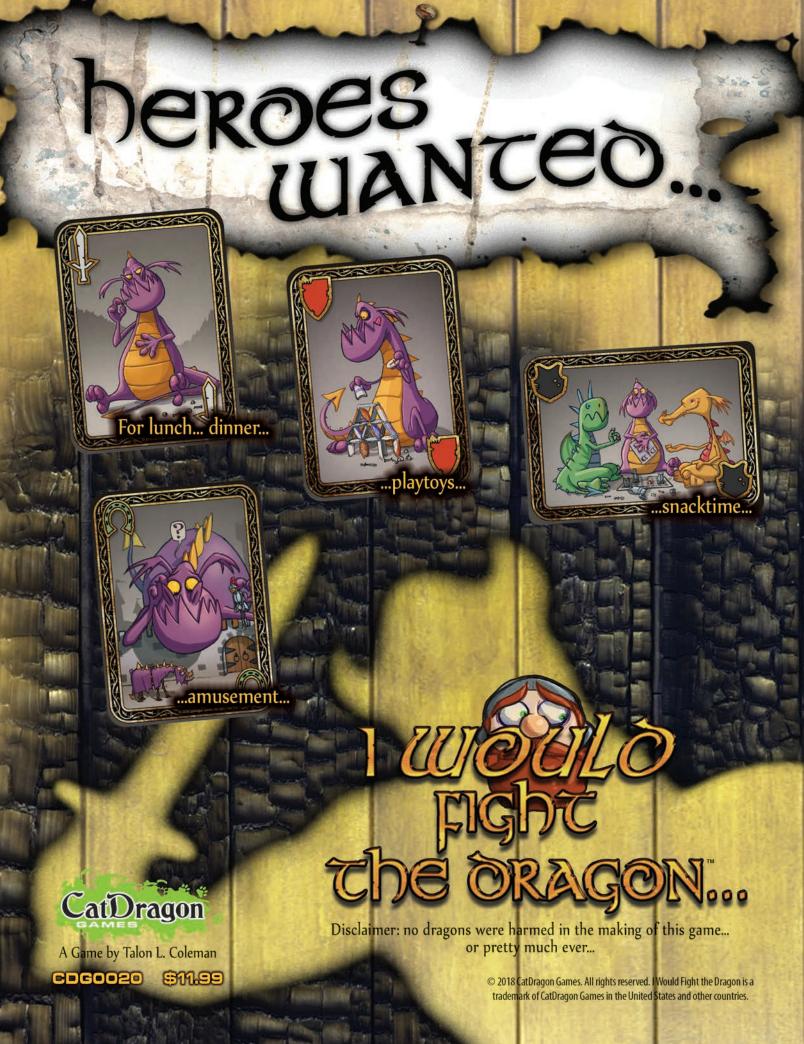
Cursed Court hits a very sweet spot. The combination of shared and public information creates an air of mystery, while the interactive betting and influence coin mechanics infuse the game with tension.

The game really shines with 3-5 players. With six players (or even more that play as teams), it becomes both an awesome and insane party game thanks to the hidden information combined with a limited number of betting spaces.

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, The Dad Game (http://dadga.me/column).

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KERALA (TAK 692469)

From Thames & Kosmos, reviewed by Rebecca Kaufeld

¥ŶŶ	8 & Up	#	2 - 5 Architects
Ø	30 Minutes	B	\$39.95

Building a stage is one of the most difficult, irritating, and beautiful jobs you've ever experienced. This is the perfect time to showcase your expertise - after all, the streets are crowded with people, and even the incredible din of everyone shouting can't mask the presence of majestic elephants everywhere.

Elephants? Why, yes! Welcome to the elephant festival of *Kerala*! As one of the most gifted architects in the world, you've come to prove your worth by constructing the most beautiful performance stage imaginable. Building materials of all colors wait at your fingertips to assist you, as do the elephants that will perform on your stage. Your opponents, however, are just as determined to prove themselves in this contest of wits. Guard your stage well, or you may find some of your materials missing before long!

The Goal: to create the most colorful, elaborate stage ever experienced at the festival. Using all five colors in your array isn't

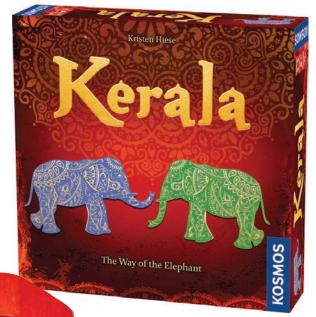
just encouraged, it's expected. But not in just any sort of way. The colors have to be grouped with matching tiles, creating pools of purple, and blue, and black across the stage. Woe to the disorganized ones who throw their tiles anywhere they'll fit... when the stakes are this high, that's not the way to make a good impression. People will judge your stage and you may fail. Not to mention that in the midst of all of this, your elephants keep moving! You must build the stage around them in order to keep them from straying into the crowd. This brings some complexity to your stage, because how on earth do you color-coordinate around a mobile attraction?

That's why they hired *you*, my friend. No one else knows, and you're the expert here.

So, you're building a stage around elephants that keep moving, and you score points based on organizing all your colors together. If we assume your stage is being built correctly, the pools of color should be developing nicely as a design and you ought to be quite pleased with your work. However, this is where things get complicated.

The Good: there are special tiles that will help you get closer to creating the most beautiful stage. A majority have pictures of one, two, or three elephants; these count as points towards the end of the game. Others, like the ones with a colored edge, give extra points for playing a matching tile adjacent. Still others with actions like moving your elephants to another tile or moving a tile within your design offer an opportunity to climb above the competition, but they're in





very short supply. In fact, so much short supply that sometimes...

The Bad: ...players will try nab tiles before you can! There's a lot of pressure surrounding the architects at this event; after all, you're part of the main event and everyone - yes, EVERYONE - will judge your work in the end. If one of these special tiles appears, one of your opponents will try to snag it first, or, at least, try to keep it from falling into "the wrong hands".

And... The End: When all of the tiles have been played and the final round is complete, it's time to discover who was the cleverest at building their stage. Those who tried to use one main color instead of many will lose points. Those who didn't have all the colors represented will lose more. But anyone who was keenly flexible in their design, choosing to weave colorful blocks into one masterpiece instead of trying to cram misshapen pieces of a puzzle into a picture, will be rewarded richly. After counting the elephant images on the tiles, adding bonuses for correct colors, and receiving any extra glory for taking care of your elephants, the architects count up their points to reveal the champion.

In the end, only one architect will be crowned the greatest designer of *Kerala*. It'll be an intense battle of skill, timing, and organization to rise to the occasion; only the best will do. Are you up for the challenge?

When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.







STAR TREK ADVENTURES RPG: CORE RULEBOOK (IMP MUH051060)

From Modiphius, reviewed by Thomas Riccardi

¥ÅÅ.	12 & Up	#	3 & Up
Ø	60 - 90 Minutes	B	\$57.99

Space. The Final Frontier.

When you were a child, those were the posters and advertisements encouraging you to join Star Fleet. You always wanted to explore the depths of space ever since you were a kid, so when you were old enough you enlisted. The academy tested and pushed you to the limit, but you made it through with flying colors. After graduation you were assigned to your first ship, and as you were prepping to depart on your very first mission, you wondered... Would you be among the first to discover and interact with a new race? Or, would your ship be turned into a burning, twisted, derelict hulk floating lifelessly in space, soon to be claimed by the numerous enemies of the Federation? This is the question posed to you by *Star Trek Adventures*, a roleplaying game from the space pioneers at Modiphius!

Before you get started exploring the vast frontiers of stellar space, you'll need to create a character, and *Star Trek Adventures* has a character generator that's unparalleled. You first choose from a wide selection of races — from the fierce Andorian to the logical Vulcan. You also need to figure out what phase you're playing in, as some races are limited to a certain timeline. There's also Humans, Betazoids, and Bajorans, with each race receiving a +1 in each of the six basic attributes. These attributes are Control (how well are they at giving instructions), Daring (how a character reacts to a situation), Fitness (physical conditioning), Insight (understanding feelings), Presence (to change someone's mood), and Reason (to perform complex calculations). There are also five disciplines, which reflects the extent of your training (Science, Engineering, Security, Conn, Command, and Medicine).



What really sets Star Trek Adventures' character creation apart from other systems is its use of a Lifepath system. This means that you're not simply creating a one-dimensional shell, you're fleshing out a character uniquely your own, with a backstory full of hopes, dreams, and fears. This grants bonuses to attributes and disciplines, as well as helps you achieve new skills throughout your journeys of discovery. For example: if you were initially assigned to a vessel that was ultimately destroyed, you'd increase your Daring and Security by one point and gain a Focus — a unique skill, like Counselling, that can be utilized throughout the course of the campaign. It not only gives you an insight into your backstory, but also how your character may react to a certain situation.



Powered by Modiphius' 2D20 System, Star Trek Adventures' combat system is fast-paced and efficient, allowing characters to attempt a single task and several minor combat actions in any given turn, taking into account terrain, distance, and other factors. Attempting any given task or action (ex: movement, aiming, and interacting with objects) requires a difficulty level (usually 0-5, 1 for melee, and 2 for ranged attacks). Total your attribute and discipline points, then roll less to be successful. This makes for a quick and efficient way to not only take care of combat, but any other skill checks that need to be done in the game.

Once you're primed and geared-up to venture forth into space, you'll need some missions to engage in, and that's where *These are the Voyages* comes into play. This adventure supplement contains eight adventures that the players can jump straight into —from preventing a plague from spreading and uncovering its origin, to hindering the theft of a new type of torpedo and foiling the thieves' best laid plans. Each of these adventures are split into three acts with a conclusion (and an alternate ending for some of the scenarios), and come complete with NPC's, maps. and flavor text for the GM to set the scene.

Whether you're a serious Trekkie or simply a fan of sci-fi, you need to beam up for *Star Trek Adventures*! For more information on this and other games, point your browser towards **www.modiphus.com** and boldly go where no roleplayer has gone before!

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.

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